

Relics of the Crusades

a campaign setting for Mordheim ~ during the years of the crusades

Contents

Introduction	2
Locales	3
Paths	8
Special rules	12
New scenario	14
New equipment	15
Exploration	18
Relics of Battle	23
New skills & spells	26
Arabian bestiary	27
Warbands	28
Arabian Tribes	29
Clan Skryre	32
Slavers	36
The Fallen	39
Hired swords	42
Dramatis personae	43

Introduction

Read on and you will discover the strange events surrounding the Plain of Haytin during the period known as the crusades. As some readers will know, many years ago the Sultan Jaffar led the armies of Araby to conquer Estalia. They had a tentative hold on the land until the knightly orders of the Old World and Bretonnia amassed a mighty force and drove them out. However, loud voices arose from priest and prince alike to escalate the fight into Araby and these wars became known as the crusades. For a comprehensive account of the crusades, I suggest you read the magnificent histories of Wilhelm of Tabacland. This chronicle simply deals in depth with the final battlefield of Prince Arnyld and the treasure seekers who sought the valuables of his destroyed army.

During the years preceding those described below, the crusaders had carved out various kingdoms for themselves throughout Araby. A self-proclaimed prince in the Old World had heard of the vast treasures that were pillaged from Araby and he amassed an army to gain them for himself.

Arnyld's origins are obscure, though it is assumed that he came from Bretonnia to the Old World to regain the wealth he lost from a peasant uprising. He married into the nobility of Marienburg, though his father-in-law, Baron Millington, never approved of his daughter's husband.

A few years later, Prince Arnyld, as he now called himself, claimed that an Estalian merchant had reneged on his promise to pay him a sum of money, and Arnyld vowed to launch a campaign into Estalia to capture him. When his father-in-law refused to finance this insane expedition, Arnyld had him seized, stripped naked, covered in honey, and left in the burning sun on top of his citadel. When the Baron was released, he collapsed in exhaustion and agreed to Arnyld's wishes. Arnyld's forces didn't make it though. They were held up as they pillaged the lands of the Border Princes.

He maintained a number of fortresses here, and made his living from tolling anyone who passed through his lands. Arnyld became notorious for his wanton cruelty throughout the Border

Princes, often having his enemies and hostages flung from castle walls to be dashed to pieces on the rocks below.

When news reached his ears of the treasures brought back from the crusades, Prince Arnyld's hunger for wealth became insatiable. He became obsessed with the valuables held by the Caliphs of Araby. Arnyld launched ships in to the Great Ocean, though avoided the main thrust of the crusading armies. His pirates ravaged villages up and down the coast, before being captured by the navy of Sultan Al-Adil only a few miles from the Gulf of Medes. Although Arnyld's pirates were taken to Ka-Sabar and beheaded, Arnyld himself managed to escape and meet up with the leaderless remnants of a crusading army near the Shifting Sands. Taking command of it, Prince Arnyld led them to pillage the surrounding areas and became a much feared force. He vowed to his followers that they would gain wealth beyond their dreams if they obeyed him without question, and he delivered his promise to a certain extent. His army raided Khemrian tombs as well as laying waste to any Arabian town they passed. They were unstoppable, as the Arabian armies were defending their lands against the large crusader forces in the north of Araby, far from the Gulf of Medes.

After many months of travelling throughout Araby, Arnyld attacked a caravan travelling to El-Kalabad, breaking a pact between Caliph Nur-Salih and the Crusaders. Whether Arnyld knew he was breaking this truce or simply did not care is still argued to this day. The Sultan sent his army from the north to the Shifting Sands and tracked Prince Arnyld's army through the desert. They caught them on the Plain of Haytin slaughtered them to a man.

As news reached the Old World of the demise of Prince Arnyld, rumours began to circulate of what happened to the vast treasures he had amassed throughout his campaign. It wasn't long before small bands of treasure seekers began to arrive in the Gulf of Medes, heading into the desert to find the relics that the corpses of Prince Arnyld's troops still held.

For the *Relics of the Crusades* campaign setting you will need the Mordheim and Empire in Flames core rules plus the Chaos on the Streets article. Anything else will be detailed in the following pages or be available from the Specialist Games website.

Clarifications

For the purposes of this campaign, replace the following words with those specified: 'wyrdstone' with 'treasure', 'gold crowns' with 'dinars' and 'Prayers of Sigmar' with 'Divine Interventions'. Just for clarification, Ithilmar armour counts as light armour and Gromril armour counts as heavy armour. Staffs count as double-handed weapons. Undead warriors are counted as creatures that were killed or dead and have been risen through dark sorcery. These include vampires, revenants, skeletons, zombies, sgulls and dire wolves, though don't include necromancers, dregs or ghouls.

A global rule that should be applied to all participating warbands is that no warband can contain spell casters and users of Divine Interventions.

Organising Games

Players take it in turns to select a locale that their warband will fight in and whether to do so during the day or night. This warband will always be the attacker. Randomise one of the other warbands to be the defender, though don't include them if they are 'Lost' in a locale that the attacking player hasn't selected (more information about that on page 12). For our campaign, when we were randomly determining defenders, we rolled an additional D6 and on a 1 we added another D6 warbands to the scenario.



Map of Araby



Locales

Tyrius

"Blessed Tyrius is a safe haven for the glorious crusading armies and all those who hold Sigmar as their saviour. This is as close to the home country as you will get in the forsaken lands of Araby, and a cool sea breeze gives respite from the scorching heat of the desert.

However, I often find myself chastising those who succumb to the sins of this world and who hoard their ill-gotten treasures behind closed doors. This shows that even those brave souls, delivering the hammer of Sigmar to the depths of heresy, can be weakened by the lure of greed."

~ Preacher Deitrich

"I went to Tyrius (may The One return it to the faithful) at the request of an honest Imperial I had met at the bazaar. It seemed that they had an urgent need of an experienced physician.

... and so I prescribed a diet free of spices for the woman and made a splint for the warrior, advising him not to walk on the swollen leg for at least a month. As I was washing my hands, the chamber doors burst open. A man covered in red hair, though bald upon the crown of his head, stormed in and shouted, "The heathen knows not how to care for the ill!" Had he been a slave he would not have fetched over 5 dinars.

I then witnessed how he carved the symbol of his god into the woman's head, so deep that I saw her skull! He then muttered prayers to expel the djinn he thought was in love with her. This did not work and she continued her diet, inflaming her pains. As for the knight, the priest fell upon the swollen leg with an axe, exclaiming it was better to live with one leg than to die with two. The leg was struck twice, the knight's marrow spurted and the handsome warrior died that instant. I then asked if they had any further need of me and they said no. I then returned home, learning much of the medicine of the Imperials."

~ Eljawan the Physician

Type: Town.

Day: Apply the following rules; Crowded, Guards!, Imperial Justice.

Night: Apply the following rules; Darkness, Guards!, Imperial Justice.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	Street Fight
4	The Frenzied Mob
5	Bounty Hunting
6	Occupy
7	Skirmish
8	Breakthrough
9	Hidden Treasure
10	Chance Encounter
11	Stagecoach Ambush
12	The player with the lower warband rating may choose which scenario is played

trading chart: The following chart shows the items available in this locale and modifications to the Mordheim trading chart.

Hand to Hand Weapons

(As Mordheim plus those below)

Item	Cost	Availability
Scourge	15 dinars	Common
Hammer of Witches	100 dinars	Rare 10
Horseman's Hammer	30 dinars	Rare 10
Sigmarite Warhammer	15 dinars	Common
Brazier Iron	35 dinars	Rare 7

Missile Weapons (As Mordheim excluding black powder weapons, repeater crossbow and elf bow)

Armour (As Mordheim plus those below)

Toughened Leathers	5 dinars	Common
Dwarf Helm	10+2D6 dinars	Rare 8
Barding (Warhorses only)	30 dinars	Rare 11
Mounts		
Mule	30 dinars	Rare 7
Riding Horse	40 dinars	Rare 8
Warhorse	80 dinars	Rare 11

Dwellings

House	50+5D6 dinars	Rare 7
Shoppe	60+2D6 dinars	Rare 8
Temple	150+D6x25	Rare 9

Miscellaneous

Blessed Water	10+3D6 dinars	Rare 6
Bugman's Ale	50+3D6 dinars	Rare 9
Garlic	1 dinar	Common
Halfling Cookbook	30+3D6 dinars	Rare 7
Holy Relic	15+3D6 dinars	Rare 6
Holy Tome	100+D6x10 dinars	Rare 8
Hunting Arrows	25+D6 dinars	Rare 8
Lantern	10 dinars	Common
Lucky Charm	10 dinars	Rare 6
Rope & Hook	5 dinars	Common
Wagon Stage Coach	100 dinars	Rare 7
Banner	10 dinars	Rare 5
Torch	2 dinars	Common
Warhorn	30+2D6 dinars	Rare 8
Flaming Arrows	30+D6 dinars	Rare 9
Standard of Sigmar	60+2D6 dinars	Rare 9
Slave	5+D6 dinars	Rare 7

Locales

Dimashque

"King Dukash ruled here, the largest city near the Plain of Haytin and a centre of knowledge. Dimashque had welcomed learned men from across the lands and for years they cultivated their knowledge here. However, with the advent of the northern invaders, the Caliph needed to maintain cohesion amongst his subjects and root out any subversive thinkers. The Eye of the Caliph, Sahil Zanadique, became focused on Dimashque as a centre of blasphemous thoughts. Investigations would often begin if just a rumour of heresy was overheard in a tea-house. When the alleged infidel was found to follow a false creed or professed unbelief in the leadership of the Caliph, they were beheaded and their blasphemous works were burned or torn apart and scattered to the desert winds.

Therefore, many free-thinkers of this time wrote their works in cryptic language. Some even split their writings between those that honoured the rulers of Araby, and more subversive poetry."

~ Excerpt of The Dimashquine Chronicles of the Crusades, from the histories of Al'Razi, translated by Waldemac – Arch Pamphleteer of Nuln.

"When my brother, Ridwaz, took the throne of Khalibon, I fled for my life, stowing away in a merchant caravan bound for Dimashque. The nobles were in disagreement over who should rule the city, but that was overcome by my presence, as I was the son of my father. I was made King of Dimashque and soon learned that my two other brothers were strangled in their sleep by the eunuchs of Ridwaz. Since that day I have feared for my life and I surround myself with the most learned men of Araby, in the hopes of them administering to my health should Ridwaz send his dark followers against me."

~ Memoirs of King Dukash of Dimashque

"Yah, I'll give ye a tip. Make ye way down to Araby, find yeself some treasures in the desert, then gets yeself to Dimashque and sell 'em!"

~ Anonymous vagabond to anonymous bar wench

Type: Town.

Day: Apply the following rules; Hot, Crowded, Guards!

Night: Guards!

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	Street Fight
4	The Frenzied Mob
5	Hidden Treasure
6	Occupy
7	Skirmish
8	Breakthrough
9	Surprise Attack
10	Chance Encounter
11	Stagecoach Ambush
12	The player with the lower warband rating may choose which scenario is played

trading chart: The following chart shows the extra items available in this locale and the modifications to the original Mordheim trading chart.

Hand to Hand Weapons (As Mordheim plus those below)

Item	Cost	Availability
Scourge	15 dinars	Common
Dimashquine Blade	15+2D6 dinars	Rare 9

Missile Weapons (As Mordheim excluding black powder weapons and repeater crossbow, plus those below)

Vermin Pot	30+2D6	Rare 9
Stickfire Pots	35+2D6	Rare 10
Stickfire Hose	190+D6x10	Rare 11

Armour (As Mordheim excluding Gromril and heavy armour)

Mounts

Mule	30 dinars	Rare 7
Riding Horse	40 dinars	Rare 8
Arabian Steed	90 dinars	Rare 10
(as Elven Steed, but may be ridden by humans)		

Dwellings

House	60+D6x10 dinars	Rare 8
Shoppe	60+2D6 dinars	Rare 7
Temple	150+D6x25 dinars	Rare 10
Arabian Tent	60+2D6 dinars	Rare 12

Miscellaneous

Blessed Water	10+3D6 dinars	Rare 6
Cathayan Silk Clothes	50+2D6 dinars	Rare 9
Garlic	1 dinar	Common
Elven Cloak	100+D6x10 dinars	Rare 12
Opulent Coach	250 dinars	Rare 10
Holy Relic	15+3D6 dinars	Rare 6
Holy Tome	100+D6x10 dinars	Rare 8
Hunting Arrows	25+D6 dinars	Rare 8
Lantern	10 dinars	Common
Healing Herbs	20+2D6 dinars	Rare 8
Lucky Charm	10 dinars	Rare 6
Rope & Hook	5 dinars	Common
Wagon Stage Coach	100 dinars	Rare 7
Banner	10 dinars	Rare 5
Torch	2 dinars	Common
Warhorn	30+2D6 dinars	Rare 8
Flaming Arrows	30+D6 dinars	Rare 9
Abacus	15+2D6 dinars	Rare 8
Ship of the Desert	100+2D6 dinars	Rare 7
Master Astrologer	25+3D6 dinars	Rare 9
Surgeon	50+2D6 dinars	Rare 7
Perfume	20+D6 dinars	Rare 9
Robe of Honour	50+2D6 dinars	Rare 10
Astrolabe	20+D6 dinars	Rare 9
Wash Bar	5+D6 dinars	Rare 6
Sharab	30+3D6 dinars	Rare 8
Khufa Beans	20+2D6 dinars	Rare 7
Slave	5+D6 dinars	Rare 7

Locales

Khalibon

"Although he had seen little over 20 summers, King Ridwaz was the subject of horrifying legends. He was of lean stature, with a face that was often creased with rage at some perceived insult. He had fallen under the spell of a physician-astrologer, who was an envoy to the Grand Master of the Crimashin sect. King Ridwaz's enemies rightly feared that he would use his dark allies against them at any moment.

Khalibon was a city shrouded in mystery, where the cursed and hated of the lands of Araby found solace. The King cared only for his own power, so the townsfolk were often left to administer themselves. It bordered the desert and was often the last place a traveller would come to for supplies. The bazaars were busy throughout the day, where shunned and cloaked figures rubbed shoulders with the valets of nobles."

~ Wilhelm of Tabacland

"No Caliph dictates religion, no Sultan lusts for war and the King cares for nothing but his own debauchery. As long as you can take care of yourself, Khalibon is a fine town"

~ Dash Arbuckle, captain of the Blunt Knives Gang

Type: Town.

Day: Apply the following rules; Hot, Unwanted Company.

Night: Apply the following rules; Darkness, Unwanted Company.

Bestiary: 1 or 2 - Nothing, 3 to 6 - D6 Thieves.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	Street Fight
4	Bounty Hunting
5	The Wizard's Mansion
6	Occupy
7	Skirmish
8	Breakthrough
9	Surprise Attack
10	The Lost Prince
11	Stagecoach Ambush
12	The player with the lower warband rating may choose which scenario is played

trading chart: The following chart shows the equipment available after fighting in this locale. Due to Khalibon's shadowy nature, there are many fences willing to deal in forbidden goods. Therefore, a warband may purchase goods from their own equipment list when in Khalibon, though items will be rarer by 2.

Hand to Hand Weapons (As Mordheim plus those below)

Item	Cost	Availability
Rapier	15 dinars	Rare 5
Scourge	15 dinars	Common
Sword Breaker	30 dinars	Rare 8

Missile Weapons (As Mordheim excluding black powder weapons and repeater crossbow, plus those below)

Vermin Pot	25+D6 dinars	Rare 8
Stickfire Pot	35+D6 dinars	Rare 12

Armour (As Mordheim excluding Ithilmar armour, Gromril armour and heavy armour, plus those below)

Toughened Leathers	5 dinars	Common
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Mounts

Mule	30 dinars	Rare 7
Riding Horse	40 dinars	Rare 8
Nightmare	95 dinars	Rare 10

Dwellings

House	60+4D6	Rare 9
Shoppe	50+2D6	Rare 10
Arabian Tent	60+2D6	Rare 11

Miscellaneous

Healing Herbs	20+2D6 dinars	Rare 8
Hunting Arrows	25+D6 dinars	Rare 8
Lantern	10 dinars	Common
Lucky Charm	10 dinars	Rare 6
Rope & Hook	5 dinars	Common
Wagon Stage Coach	100 dinars	Rare 7
Torch	2 dinars	Common
Flaming Arrows	30+D6 dinars	Rare 9
Magic Tattoo	200+D6x25 dinars	Rare 11
Ship of the Desert	100+2D6 dinars	Rare 8
Master Astrologer	25+3D6 dinars	Rare 8
Lock Picks	15 dinars	Rare 8
Tarot Cards	50 dinars	Rare 7
Black Lotus	10+D6 dinars	Rare 9
Astrolabe	20+2D6 dinars	Rare 9
Crimson Shade	35+D6 dinars	Rare 8
Khufa Beans	20+2D6 dinars	Rare 8
Unholy Relic	15+3D6 dinars	Rare 8
Caltrops	15+2D6 dinars	Rare 6
Net	5 dinars	Common
Tome of Magic	200+D6x25 dinars	Rare 12
Slave	5+D6 dinars	Rare 6

Ma'arra

"Before the dawn I had our Arabian guide tell me the poetry of this alleged genius from Ma'arra. I had heard much about him, and sought to learn more of this pitiful town before we laid waste to it. He spoke..."

'The inhabitants of the globe come in two parts,

Those with knowledge and who shun the gods,

And those who follow the gods, yet give up true knowledge.'

It was awful, and the guide was granted a sound lashing for his blasphemy.

Then, for three days we put the town to the sword. The Prince enchaind vast numbers of the townsfolk and had his knights charge upon them, hacking and lancing through the mass of flesh until nothing stirred.

Our holy mission was stained however, by the terrible famine that had racked our soldiers for weeks passed... and placed within our souls a terrible hunger for flesh. This evil presence found its way into much of the army, and I witnessed once-proud warriors boiling pagans in cauldrons and impaling children on spits to devour them roasted. Not only did our troops eat from the corpses of the enemy, but they also ate dogs and any other beast that they came across, such was their cursed hunger.

After weeks of debauchery, the soldiers turned on each other and I, and some of my loyal troops fled into the desert, stalked by the beasts that dwell there. As we became lost and wandered through the sands, darker creatures began to attack our men. For many years now their screams still haunt my sleep, that is why you find me begging kind reader.

No one will grant an old veteran work, and without alms I will have to find other ways of keeping myself from starvation tonight.

~ Memoirs of Alduph Corgue, former captain of the Stirland Blades

Type: Desert.

Day: Apply the following rules; Hot, Sand Storm, Unwanted Company.

Night: Apply the following rules; Darkness, Sand Storm, Unwanted Company, Dangerous Ground.

Bestiary: 1 - Nothing, 2 - D3 Vermin Swarms, 3 - D6 Wild Dogs, 4 - Sand Spider, 5 - D3 Sculls, 6 - D6 Ghouls.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	Monster Hunt
4	Hidden Treasure
5	Treasure Hunt (as Wyrdestone Hunt)
6	Occupy
7	Chance Encounter
8	Ambush
9	The Lost Prince
10	Defend the Find
11	The Thing in the Ruins (as The Thing in the Woods, but replace the Thing with Sand Spiders and woody terrain with dense ruins)
12	The player with the lower warband rating may choose which scenario is played

Caverns of the Worm

"Under the hard rock that lies below the Plain of Haytin is a winding system of jagged tunnels. Legend tells they were burrowed out by the great worms of ancient times. They are inhabited by vermin of every description and are as dark as black oil, so stay clear of them young Prince, as the Caverns of the Worm are a dangerous place for any believer. Over the centuries they have been used as lairs for thieves and apostates, as those unfamiliar with its paths will find them difficult to navigate. It is also said that the worshippers of the Great Worm still dwell in the dark, performing their blasphemous rituals and trading in forbidden items."

~ Vizier Nusraha

"But.. but it be dark in 'dere m'lord..."

~ Ol' Hat the Camp Follower, executed for insubordination

"Alabukh told me about one of the tests to become one of the Caliph's Black Scimitar Guards. The initiate is led into the Caverns of the Worm until the oil of a lantern runs out, then left alone. If he can make it out alive he is awarded a black scimitar and joins the ranks of the most feared warriors in Araby. But Alabukh was also saying that he thinks Abu Harawi, that blind old man who sits all day in the corner, was an initiate that survived with his body, but not his mind.

~ Ibn Akle, owner of the Djinni's Hookah

"I see you are re-thinking your adventure Imperial, but I have an extra incentive for you. This drink here is very rare, potent and valuable, here... this one's on the house. It is made from the poisonous worms that dwell in the caverns. One sip of this will give you a glimpse of paradise. I am hoping you can bring some of those worms to me. If you do, you will be able to buy your own fief in your lands with the dinars I'll grant you!"

~ Atesh the Flame Drinker

Type: Desert, Underground (which means no model may fly).

Night (It is always counted as Night in the Caverns): Apply the following rules; Darkness, Unwanted Company, Dangerous Ground.

Bestiary: 1 - Nothing, 2 - D3 Vermin Swarms, 3 - 2D3 Thieves, 4 - D6 Skeletons, 5 - Djinni, 6 - Liche Retriever.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	The Thing in the Dark (as the Thing in the Woods, but replace the Thing with Sand Spiders and woody terrain with stalagmites)
4	The Pool
5	Treasure Hunt (as Wyrdestone Hunt)
6	The Magister's Lair (as The Wizard's Mansion)
7	Chance Encounter
8	Monster Hunt
9	Ambush
10	The Lost Prince
11	Lost in the Dark (as Lost in the Bogs)
12	The player with the lower warband rating may choose which scenario is played

Locales

The Plain of Haytin

"Just below the ridge where the Imperials camped lay a great oasis, and along its banks stood the Sultan's great army. If the infidels were to slake their thirst, they would need the Sultan's permission. I saw him smile as he knew that they were weary and would spend the night without water.

As dawn broke the Imperials foolishly charged, barely being able to raise their weapons. They dashed themselves against the wall of scimitars that awaited them. The Sultan, in his mercy spared most of the prisoners, including one of their half-witted princes from the land of Bretonnia.

However, the more fanatical knights were put to the sword for the injuries they had inflicted on our lands. Prince Arnyld himself was brought before the Sultan. He had sworn to kill Arnyld with his own blade after the Prince slaughtered a caravan of believers under truce, broke many other oaths, and insulted The One, in his ravings. Prince Arnyld's head was delivered to the Caliph in a silver box.

...A sudden sand storm started to blow as soon as the sun dipped below the dunes, and it quickly became a gale. The horses began to panic so the Sultan ordered the believers to find shelter. As we slept we dreamt of the riches awaiting us on that plain of carnage, but through a trick of the desert, none of us could find the battlefield or the oasis the next day..."

~ Vizier Nusraha

"Even water was never cool in this forsaken place, as the intense heat, like a dwarven forge, scorches the sand relentlessly. Here, no man may find shelter and even his lungs boil from the infernal air. Nothing can be built upon its shifting sands and beauty cannot be found within its borders."

~ Alduph of Corgue

Type: Desert.

Day: Apply the following rules; Hot, Sand Storm, Unwanted Company.

Night: Apply the following rules; Darkness, Sandstorm, Unwanted Company.

Bestiary: 1 – Nothing, 2 – D6 Thieves, 3 – D3 Sgulls
4 – D6 Sand Spiders, 5 – D3 Djinni, 6 – D3 Liche Retrievers.

scenario table

2D6	Result
2	The player with the lower warband rating may choose which scenario is played
3	Monster Hunt
4	Lost in the Dunes (as Lost in the Bogs)
5	Treasure Hunt (as Wyrdstone Hunt)
6	Defend the Find
7	Chance Encounter
8	Ambush
9	The Lost Prince
10	Skirmish
11	The Oasis (as The Pool)
12	The player with the lower warband rating may choose which scenario is played



Paths

A warband may choose to follow a particular path. Initially the path-taker will be the warband leader. If the path-taker dies then the new leader may take up the path, though he counts as being on it for 10 experience points lower than the original path-taker. If he decides to leave the path the warband will lose all the bonuses they have received from following it, though they may start on a new path. A warband may only ever be a part of one path.

The path details below describe the various strictures and bonuses that will apply once your warband begins to follow a path. In brackets, next to the bonus, is the amount of experience and any other requirements the path-taker needs to gain once he starts on the path before he gains the bonus. For example, if your path-taker has 20 experience points when he decides to join the Path of The One, he must accrue 10 experience points (for a total of 30) and purchase an Arabian Steed to gain the first bonus. Placing a dot above each experience point gained once on a path is a good way of keeping track. Descriptions of the various paths are explained below.

The One is the patron god of Dimashque and holds sway over honour and law. There are other gods worshipped secretly; such as Ishtara, the goddess of fate and Uzzal, the goddess of protection, but the clerics of The One do not welcome the worship of the old Arabian pantheon. The One's worshippers are staunch in their beliefs and often engage in theological discussions with any captured prisoners in the hopes to convert them to the true path.

The Path of Sigmar is for those who worship the God-Emperor of the Old World. Sigmar is a vengeful, warrior god that does not suffer heretics to live. Many knightly orders hold him as their patron and Tyrius is ruled exclusively by the priesthood of the Empire's god. Sigmar's worshippers are admired in Araby for their unshakable courage and martial prowess, though little else.

Those attracted to the ways of the Crimashin will pursue the Path of Shadows. The Grand Master, the secretive leader of the cult, has a hidden agenda to establish his power across all of Araby. His detractors have labelled his followers the Crimashin. This is because they are said to be addicted to crimson shade, using it to glimpse the paradise that awaits them by obeying any order of the Grand Master. The Crimashin will grant assistance and power to those that sow dread into the hearts of their enemies.

Unholy stones were brought by chaos cults from the Old World into Araby. They were then hidden in caverns below the desert and have mutated the underground beasts that dwell beyond the sun. Some say a horrible worm has become a focus of worship by the degenerates of the desert, and it's blessings of dark magic are granted to those that make regular sacrifice to it.

Trade encompass the lands from the Old World to Araby, and merchants can be the most war hungry non-combatants, as they know well that wealth can be gained from the spoils of war. A trader who can defend his caravans from bandits can retire young by trading along the roads to Araby.

Many curious items invented in Araby have come to the Old World through the crusades. Arabian scholars were privy to some of the most advanced knowledge of humanity, rivalled only by distant Cathay. A scholar's mind shuns blind faith and turns to logic and rationality, so they are a dying breed of men in these mad times.

The Path of The One

Path Strictures

Shunners of Sorcery: No spell casters or non-humans may join the warband.

Clean Living: Mind altering substances affect a warrior's ability to fight and also damage the immortal soul, according to the Word of The One. No warband member may consume drugs (which includes Bugman's Ale, but Khufa Beans are allowed).

Defenders of the Faith: A true follower of The One will not stand to see Araby invaded or defiled. The warband will be shamed if defeated by a warband following the Path of Sigmar. If this happens, D3 randomised henchmen will leave the warband (roll after injuries have been resolved).

Advances

Knowledge of Faith (10xp and Arabian Steed): The path-taker gains insight into the faith and projects an image of Arabian chivalry, essential for following the path of The One. The path-taker also seeks to defend Araby from the invaders, starting with the most important town in the region. The path-taker has a +1 bonus to his Leadership when fighting in Dimashque.

Preacher (20xp and Holy Relic): The One has taken note of the path-taker's staunch adherence to his Faith. He gains access to Holy Skills.

Sultan's Patronage (30xp and Robe of Honour): The path-taker has gained the blessing of a Sultan and with this comes an expectation of protecting the land of Araby. The path-taker gains a +1 bonus to his Leadership whenever fighting against a warband following the Path of Sigmar or a warband containing undead (this stacks with the bonus above, but keep in mind that no Leadership value can ever exceed 10). He also now *hates* undead and practitioners of necromancy for their heretical ways.

Blessing of the Caliph (40xp and Holy Tome): The Caliph himself has acknowledged the path-taker's holiness. He bestows a Relic of Battle to the path-taker, though you must re-roll any results of 13 and 23. The path-taker is now known as a dedicated follower of The One and he is barred from entering Tyrius.

Fief (50xp): The Sultan grants the path-taker a small settlement on the outskirts of Dimashque. He will now have access to taxes from the small community he rules over. He may roll between 1 and 10 D6's and add that amount of dinars to the warbands' treasury before a scenario. However, if any 1's result, he has overtaxed his subjects and they revolt. The warband doesn't gain any tax money and for each 1 you have rolled a random hero cannot participate in the upcoming scenario, as he must help put down the revolt.

Champion of the Faith (65xp and Temple): The path-taker's deeds are the stuff of legend and his name is repeated throughout the Prayer Halls of Araby. All who follow him are blessed by The One and he teaches the Word to any who will listen. You may choose an Initiate from amongst your Hero's who may now start on the Path of The One. Also, the path-taker's reputation is so great throughout Araby that warriors flock to your warband. You may now roll 3D6 when seeing the experience of new henchmen you plan to hire.

Hah, you seem surprised I'm offering you assistance Old Worlder? I have read the journals of your travellers to our lands and can not blame you if you think that all of Araby is filled with dishonest men. The writers of those stories only ever dealt with untrustworthy Arabians, and that is because no honest man of Araby would ever have anything to do with an Old Worlder! Except for me of course... here, let me mind that fine horse of yours.

The Path of Sigmar

Path Strictures

Shunners of Sorcery: No spell casters may join the warband.

Dwarf-Friend: Dwarves are the only non-humans who can join the warband.

No Retreat from Heresy: A true crusader will never choose to retreat from those who corrupt the world (which is everyone but them). A warband following the Path of Sigmar cannot voluntarily route from a battle.

Advances

Warrior Priest (10xp and one of the following – Hammer, Double-handed Hammer, Hammer of Witches, Sigmarite Hammer or Horseman's Hammer): The path-taker's proficiency with Sigmar's weapon of choice is increased. He may use any weapon listed above and adds +1 to hit whenever he uses one of them.

Holy Vow (30xp and Dwarf hired sword for D6 games): Sigmar has blessed the path-taker for his dedication as a friend of the dwarfs. The path-taker gains access to Holy Skills.

Conqueror (20xp and Heavy Armour and Warhorse): The path-taker becomes hardened in his views of his enemies and the need to conquer Araby in the name of Sigmar. He adds +1 to his leadership when mounted on a Warhorse.

Induction (40xp and Holy Relic): The path-taker is inducted into the ranks of one of the Knightly Orders of Sigmar and is blessed by Sigmar. He is granted a Divine Intervention of his choice.

Sigmar's Fury (50xp and Standard of Sigmar): The path-taker now suffers from frenzy whenever he is involved with an opponent he *hates*. He is now known as such a mighty enemy of The One that all heros in the warband are barred from Dimashque.

Knight of the Inner Circle (65xp and Holy Tome): The path-taker moves through the ranks of his Knightly Order and his name is repeated throughout the pulpits of the Old World. All who follow him are blessed by the patron god of the Empire and the path-taker preaches the word of Sigmar to those beneath him. You may choose an Initiate from amongst the warband's Hero's who may now start on the Path of Sigmar. The path-taker is so convinced of the riotousness of his cause that he *hates* every enemy warrior he faces.



The Path of Shadows

Path Strictures

No escape: Your heroes may not use ranged weapons or poisons as these allow your quarry to escape.

Swift: Too much armour restricts movement and stealth. As the warband begins training in the ways of the Crimashin no heroes in the warband may wear heavy armour.

Advances

Assassin's Training (5xp and Rope & Hook): The path-taker gains access to the Speed and Combat skill lists as he is secretly trained in the ways of the Crimashin.

Remove the Head (10xp and Expert Swordsman): The Crimashin use their small numbers to deadly effect by removing their most powerful enemies. The path-taker will always gain an extra experience point if he takes an enemy leader out of action.

Night Fighter (20xp): Experience fighting in the dark has honed the path-taker's senses. The path-taker ignores the *Darkness* special rule.

Night Shadow (25xp): Because of his unnerving ease in the shadows, the path-taker will cause *fear* during the night.

Blade Master (30xp and Strike to Injure): The re-roll granted by *expert swordsman* counts with any bladed weapon the path-taker uses. Also, when wielding a dagger in one or more hands, the path-taker will always wound on at least a 4+ and will never suffer any penalties for wielding two hand weapons. The warband is now immune to the *Reach of the Crimashin*.

Infiltrator (40xp and Lock Picks): The path-taker gains the *infiltrate* skill during the night. Due to his initiation into the art of disguise, he may *infiltrate* on ground level whenever the *crowded* scenario special rule is used.

Master of Disguise (50xp and Acrobat): The path-taker has been trained to infiltrate into any situation. If you decide to *disguise* the path-taker do not place him on the table during set-up. You may write down an enemy henchmen (that is the same race as the path-taker) on a piece of paper before the battle and take an Initiative test. If he fails he misses the battle due to some mishap in his plans. If he is successful then during the start of your

second or later turns you may have the path-taker replace the henchman specified. The replaced henchmen will start his next turn at the table edge closest to where his warband deployed (or a random edge if his warband started somewhere in the middle of the table). Also, the path-taker may choose to blend into the crowd if the *crowded* special rule is being used. He may reveal himself anywhere on the table at the start of your second or later turns.

Scholar of Death (65xp): The path-taker's apprentice (any hero) may begin to advance upon the Path of Shadows. The path-taker may also gain one skill from the Speed or Combat skill lists, and *Crimson Shade* is now a common item for the warband.

The Path of The Worm

Path Strictures

Shunners of the Light: Metal interferes with the art of magic and so weapons and armour (apart from Ithilmar) made from metal cannot be used by the path-taker. No warrior that has access to prayers or *hates* spellcasters can join the warband.

No Prisoners: Any captive that falls into the hands of a warband following the Path of the Worm by rolling a 61 on the injury chart will never be ransomed back to their warband. The Worm Worshippers must choose another option.

Advances

Cultist (10xp and Unholy Relic): The path-taker begins his initiation into the ranks of the Worm Worshippers. His study into the ways of magic grant him *Arcane Lore* and he is presented with a ritual dagger, treat this as an Ithilmar dagger that can't be sold. The warband now counts as Unholy, Undead and Chaotic. Due to his new forbidden knowledge, the path-taker may add +2 whenever he attempts to find a Tome of Magic.

Ritual of the Worm (20xp and captives – not undead): You may hire any number of henchmen (including slaves) and keep them imprisoned until you begin the ritual. These captives don't count towards the number of warriors in your warband and can't be used in battle. After the ritual, the sacrificed warriors rise as zombies and join your warband. If they exceed the maximum amount of warriors allowed, then place them in your treasury and you can add them to your warband when the others are killed. The path-taker also gains the *Spell of Awakening*.

The Worm's Boon (30xp): The path-taker has gained an audience with The Worm. As It's eyes glare at him, his mind throbs until he stares deep into the abyss of chaos. He awakens in the desert and manages to find his way back to the warband, changed forever with unholy knowledge. He will be shunned by the civilised world and so is barred from Tyrius or Dimashque. Roll on the following table to see what the Worm has granted him.

D6	Result	D6	Result
1	Lifestealer spell	4	Eye of God ritual
2	Black blood mutation	5	Scabrous Hide ritual
3	Tentacle mutation	6	Possessed! reward

Dark Artist (40xp and Tome of Magic): Using *Arcane Lore*, the path-taker may now gain spells from the Lesser Magic, Chaos Rituals, Nurgle Rituals and Necromancy spell lists

Coven (50xp): The path-taker has gained cultists that dedicate their lives to his teachings. All their worldly possessions are now his and on occasion one shows enough promise to join the ranks of your warband. Add D6x5 dinars to your treasury after every battle, though if you roll a 6, you gain a new henchmen with the statistics of a Brethren (from the possessed warband) instead of the dinars.

Arch Magister (65): The path-taker becomes a master of the dark arts and will gain +1 to cast any spell, cumulative with any other increases. He also takes on an apprentice (any hero) who may now begin on the Path of the Worm.

The Path of the Merchant

Path Strictures

Love of Money: The religions throughout Araby and the Old World during these times taught their followers to despise money (and give it to the churches to be used wisely). No warrior that has access to Divine Interventions or Holy skills can join the warband.

Advances

Burgher (5xp and 25 dinars worth of sold goods): As the path-taker sells goods he gains a reputation as a reliable merchant. The path-taker gains access to the Academic skill list.

Fence (20xp and Abacus): The path-taker has gained many contacts in the local bazaars of the towns, some with shady backgrounds. When trading in towns he may choose from any town's trading chart.

Trader (25xp and House): The path-taker will now gain a steady income of D6 dinars (in addition to any other source of income, eg if you own a shoppe), roll after every scenario.

Merchant (30xp and Cathayan Silk Clothes): The path-taker gains the *streetwise* skill. If he already has it or gains it in the future then the bonus to finding rare items becomes +3.

Bulk Dealer (40xp): The path-taker begins to trade goods in bulk. Instead of a single item being the object of *haggle*, the path-taker may deduct the dinars from the total the warband buys during the trading phase.

White Quill (45xp and Shoppe): The path-taker is welcomed into the Order of The White Quills. Through the reputation of the White Quills, he will always be able to find willing customers for his wares. Whenever he sells used items, he will gain 75 percent of the dinars from the original price. The path-taker can also find buyers for Relics of Battle should he decide to sell one. To find a buyer the path-taker must search as if he is looking for an item that is Rare 12. The price the buyer offers in dinars is 2D6 x 20. It is up to the player whether he decides to sell at the price offered.

Caravan Runner (50xp and Ship of the Desert): The path-taker carries his wares wherever he goes and gains trading contacts with the Desert Nomads. You may trade when your warband is in the desert and may use Khalibon's trading chart when doing so. Your warband's income increases to 2D6 dinars.

Dealmaker (55xp): The path-taker gains the *haggle* skill. If he already has it or gains it in the future then the deduction to the price of items becomes 4D6 dinars.

Master Merchant (60xp and Opulent Coach): The path-taker's ear is constantly tuned to find rumours of valuables. He gains the *treasure hunter* skill (the same as *wyrdstone hunter*). If he already has it or gains it in the future you may re-roll 2 dice in the exploration phase.

Member of the Silken Road (65xp): The path-taker gains access to an esoteric order of merchants with links to the White Quills. They specialise in rare items from many far away lands. From now on your warband may acquire equipment from any warband's special item's list, even if they can only be used by that particular race (for instance your warband may acquire Weeping Blades). However, each item will be at Rare 12.

The Path of Knowledge

Path Strictures

Rational Mind: The teachings of Sigmar and The One claim that the answers to any question can be found in their holy books. As such, their followers tend to shun those who look for answers in the material world. At the other end of the scale, sorcery leads to a mind that is perhaps too open to wild ideas, according to many scholars of Araby. Because of this no warrior that has access to prayers or spells, or *hates* spellcasters can follow this path, though they may still be included in the warband.

Advances

Seeker of Knowledge (10xp and Scholarly Works): The path-taker will need various tomes written by learned scholars to progress in knowledge. In game terms this translates to an item at Rare 9 that costs $50 + 2D6$ dinars. He cannot progress on this path without it. The path-taker now gains access to Academic skills.

Alchemist (20xp): If the path-taker is uninjured after a game he may take an Initiative test. If passed then roll a D6 on the following table to see if he has invented anything.

D6	Result	D6	Result
1	Wash Bar	4	D3 Black Lotus
2	Perfume	5	D3 Crimson Shade
3	Sharab	6	Stickfire Pot

Inventor (30xp): If the path-taker is uninjured after a game he may take an Initiative test. If passed then roll a D6 on the following table to see if he has invented anything.

D6	Result	D6	Result
1	Hunting Arrows	4	Blunderbus
2	Abacus	5	Repeater Crossbow
3	Sword	6	Dimashquine Blade

Scholar (40xp): The path-taker gains the abilities of a Scholar, see the Scholar entry in the Arabian warbands section and choose a field of study.

Lecturer (50xp and House): The path-taker has gained a small following of students who seek to learn of his theories on astronomy, philosophy, theology and any other field he wants to lecture on. He soon decides to charge a tuition fee and may even add a bright student as an apprentice if one shows talent. After every battle the warband gains D6 dinars to add to their treasury. If a 6 is rolled then the warband gains a student (he has the same statistics as a novice from the Sisters of Sigmar warband).

Certification from Al-Itzarr University (65xp and miss 1 game): The path-taker has made an impression on the populace and his genius is spoken of across the lands. A letter arrives asking the path-taker to travel to Al-Itzarr University so that his theories can be debated amongst the Grand Scholars of Araby. He is presented with a gift from the scholars for his works, roll for a random Relic. He is also granted bodyguards from the university. D3 Mamluks with swords, shields, helmets and light armour accompany him to each battle and must stay within 3 inches of him. They do not cost anything and do not count towards your warband limit.



Special rules

Reach of the Crimashin: The Grand Master wants domination over Araby and pursues his goal zealously. His spies and assassins constantly report anything that seems likely to be a threat now or later. A warband with a rating over 250 will have drawn the Grand Master's attention. At the beginning of a battle in any town the player must roll a D6 and deduct 1 if they follow the path of Sigmar or The One. On a 1 or lower they have been targeted by one of the Grand Master's deadly assassins. If there is more than one warband with a rating over 250 in the battle then the warband with the highest rating will be targeted. Consult the following table to see what type of assassin attacks.

D6	Result	D6	Result
1	Crimashin	4	(Dark) Elf Ranger
2	Ogre	5	Warlock
3	Freelancer	6	Pit Fighter

At the beginning of each of the targeted player's turns, roll a D3 and on a 1, the assassin strikes! Your opponent places the model anywhere within 12" of the targeted player's leader and gains control of him for the rest of the game (the Assassin disappears after the game is finished so won't have any effect on the warband who controlled him). The Assassin must do his best to take the targeted leader Out of Action.

Town: The towns are where trading is done, but the desert is where real treasure can be found. Because of this, after a scenario fought in a town, you must skip step 3 (which means you don't roll on the Exploration tables). No mounts may be used in towns. Also, you must use the special rules for buildings as detailed in the Empire in Flames.

Crowded: Masses of people pass through the streets and so fighting is much harder in these conditions. All movement on ground level is counted as difficult terrain. Also, every warrior on ground level is counted as being in cover from any other warrior on ground level while the crowd remains. Line of sight is reduced to 2D6" between warriors on ground level, roll at the beginning of the player's turn. After the first attack of the battle against a target on ground level, the crowd will try to escape from the inevitable carnage. For D6 turns the crowd stampedes through the streets. At the beginning of the turns during which the crowd is stampeding, each warrior on ground level must take a toughness test or be knocked down. After the stampede the crowd disperses and it has no further effect on the scenario.

Unwanted Company: Roll a D6 on the locale's bestiary, the result will be the Unwanted Company. After all warbands have set up (excluding infiltrators) place the unwanted company as a group in the middle of the table, 12" away from any other warrior. They count as a separate warband and have the last turn. They keep to within 3" of each other, heading as quickly as possible (without running) to the closest warrior during the day, or the closest illuminated model during night, who they will attempt to engage in close combat.

Guards!: Most reputable towns in Araby have some sort of watchmen to keep the peace. As such, any close combat that ensues will draw their attention. In D6 turns, D6 Town Guards will arrive from a random table edge and run as fast they can to the nearest close combat, attacking both parties when they arrive.

Desert: The deserts of Araby are barren, and merchants generally steer well clear of them. Because of this your warband must skip steps 4 to 8 in the post battle sequence if your previous battle was in any desert locale. The desert is also extremely difficult to navigate. After updating your warband rating you will need to see if your warband has become lost in the desert. Make a test using your leader's initiative, and add +1 to the roll for each hero that has an Academic skill. A 6 always fails. For the purposes of becoming lost, dwarven leaders count as having an Initiative of 5 after fighting in the Caverns of the Worm. If the test is passed then everything is fine, you have made it out of the desert and may choose where your warband fights next. If you fail then roll a D6 on the table below and apply the results.

D6	Result
1	Dehydrated: Your warband has been wandering in circles and has run out of water. Your next battle will be in the Plain of Haytin. Roll a D3 for each warrior; on a 1 they have passed out and miss the battle; on a 2 they will have their S and T reduced by 1; on a 3 they will be stunned on a 2+ instead of a 3+.
2	Monsters Lair: You've stumbled into a Sand Spider's nest. Your next battle is in a randomly determined desert locale. In D3 turns the Sand Spider comes on from the center of your table edge and attacks the closest model.
3	Not this way: Your leader continually takes the warband around in circles. Your next game must in the same locale you fought the last game in, but is during the opposite time, ie if you just fought during the day, your next battle will be during the night.
4	Lost in the Desert: Your next battle with your warband is in a randomly determined desert locale.
5	Just around the Corner... : You just can't seem to find your way out of desert. Your next battle is in a desert locale, however you may choose where.
6	Follow the birds: By following a flock of birds you've managed to find your way back to civilisation. Roll a D3 to see where your next battle is; 1 - Tyrius, 2 - Dimashque, 3 - Khalibon.

Sentries: At the beginning of a battle roll a D6 for each defending warrior. On a result of 6 the model will be a sentry patrolling the area up to 10" away from the defenders deployment zone (the player may choose a warrior if no 6's result). Until the alarm is sounded, only the attacker's warband and the sentries get their turn. At the beginning of the defending player's movement phase take an Initiative test for each sentry, if the sentry passes the defender may move him, though if he fails, the attacking player may move him. The player who controls the model must choose where he faces at the end of the move. At the end of the defending player's movement if any enemy warrior is within a sentry's line of sight the alarm will be sounded. However, if an attacking model is in cover he may take an Initiative test to stay concealed from the sentry. *Hidden* warriors will be detected within 1" of a sentry. Other factors that will raise the alarm will be any hit or spell against a defending warrior that doesn't take him out of action.

The following scenarios use the Sentries special rule: Defend the Find, Surprise Attack, The Wizard's Mansion, Ambush and Dungeon Raid.

special rules

Hot: Before the scenario begins roll a D6 on the following table to see how hot the battlefield will be. Note that warriors counted as Undead will not be affected by this rule.

D6 Result

- 1 **Dusk or Dawn:** Luckily, the hottest time in the desert is yet to come or has already passed. There is no effect on the upcoming battle.
- 2-3 **Desert Heat:** This is a fairly normal temperature for the desert. Warriors in light armour have their WS reduced by 1; Warriors wearing heavy armour have their weapon skill reduced by 2.
- 4-5 **Horribly Hot:** It is so hot that the warbands begin to hallucinate. Treat this as *desert heat* plus each model not engaged in combat must make a leadership test at the start of their turn. If it is failed they must make a move in a random direction as the mirages distract them.
- 6 **Burning Sands:** As *horribly hot*, plus each warrior must pass a Toughness test before the scenario. If he fails he passes out from exhaustion and misses the battle.

Darkness: When it's dark there are many factors that effect how far a warrior can see, like the strength of the moon or the thickness of the clouds. At the beginning of a scenario determine the visibility limit. It will be 3D6". Also, every warrior is at -1 to hit in close combat, unless they are fighting against an *illuminated* model. Various items can help a warrior when affected by darkness. A model equipped with a torch is not affected by the penalty during close combat. A warrior bearing a lantern can *illuminate* one model within line of sight and at up to 24" at the end of his movement. Any model equipped with a torch or lantern, or who is on fire counts as being *illuminated*. Elves, skaven, orcs, goblins, dwarves and undead warriors all add +6" to the visibility limit for themselves.

Imperial Justice: If a warrior is the victim of the "Halt Villain!" special rule of Town Guards, he has the option of defending himself against the crime he is charged with after the battle, just after rolling for injuries. This takes the form of a duel against the noble that has accused your warrior of disturbing the peace. As a crowd gathers, the fight begins. Only hand-to-hand weapons may be used. Place a model, representing the noble's Judicial Champion, 8" away from your warrior. Use the statistics and weapons of a Pit Fighter for him. Roll a D6 and add each warrior's Initiative, the highest result goes first. Make no mistake that this is a fight to death. If your warrior is taken out of action he is beheaded by the victor and his body is hung from the ramparts as a warning to those who disrespect the noble. Needless to say, he is counted as dead and removed from the warband roster. However, if he wins he will command great respect and gains D3 experience.

Sand Storm: Before the scenario begins roll a D6 on the following table to see what type of storm rolls in.

D6 Result

- 1 **Bit of a Breeze:** There's a small gust every now and then, but nothing to effect the upcoming battle.
- 2-3 **Heavy Wind:** All missile attacks are at -1 to hit.
- 4 **Gale:** All missile attacks and initiative tests are at -1.
- 5 **Howling Wind:** A howling wind reduces missile attacks and Initiative tests by -2. No model may fly. Due to the sand obscuring vision, models can only see at D6 x 4", roll at the beginning of each turn*. If 6 is rolled the *howling wind* subsides to a *gale*.
- 6 **Sand Storm!:** A sand storm rages through the battlefield. No missile attacks are possible, no model may run or fly and he can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld. At the end of a turn roll a D6, on a 6 the *sand storm* subsides to a *howling wind*.

*Note: If there is another rule affecting vision, such as Darkness, apply the lowest visibility result to the battle.

Dangerous Ground: All terrain on ground level is counted as difficult terrain.

Barred: A warrior that is barred from a locale is known to the authorities and will be chased out at first sight. The warrior may miss the game or take an initiative test. If he fails, D3 Town Guards will come on from the table edge closest to the model in D6 turns, attacking only him.

All non-humans (excluding ogres and halflings, and including anything that is Undead or mutated) are *barred* from entering Tyrius or Dimashque as their kind is not welcomed in either of these places. Refer to the introduction for a clarification on who and what is counted as Undead.



New scenario

Dungeon Raid

Warriors injured during a battle with a town's guards can easily become locked away within the city dungeon. If the warband doesn't attempt to rescue the captive he may be sold as a mamluk or slave, or simply executed for his crimes. Because of this, daring rescues are often attempted on those locked away.

If a warrior is captured by a town guard the warband may elect to rescue him through the following scenario. This scenario represents a warband's attempts to release their comrade and will be in the locale where the warrior was captured.

terrain

Place the dungeon building in the centre of the table and a sewer grate 12" away from it. Each player then takes it in turn to place a piece of terrain for the type of area the battle takes place in. We suggest that this terrain is set up within an area roughly 4' x 4'. To the side of the main table set up a series of dungeon tiles to represent the holding cells, corridors and guard room's of the underground prison. We suggest that this dungeon terrain is set up within an area roughly 2' x 4'.

set-up

The defender is allowed 2D3 of his warriors who are present near the prison during the rescue attempt. He must place them 12" away from the dungeon. He is also granted another D6 town guards who are patrolling the area and must be placed 8" away from each other. These count as warband members for the purposes of route tests. The first guard placed must start in the dungeon building. In the dungeon below the surface, the defending player may set up another D3 town guards. When he sets up his warband the defending player places the captive anywhere in a dungeon holding cell. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, and must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other warrior. The defender sets up first. The attacking warband is deployed 6" from a table edge of his choice.

special rules

All of the defending warriors begin the game as sentries. The entry points that a warrior will use to get to the dungeon are the stairwell inside the dungeon building and the sewer grate. Players must decide where a model will enter the dungeon when using these points. If a warrior ends his turn next to an entry point, he will start his next turn in the spot designated as it's exit point, unless he is unable to due to close combat or something similar. The prisoner is free to move and fight once his cell door is unlocked by a friendly fighter. Note that the captive has no weapons or other equipment, but may be given any one weapon carried by his liberator.

starting the game

The attacker has the first turn.

ending the game

If the prisoner moves off the battlefield then the game ends and the attacker is victorious. Alternatively, a warband which fails a Rout test loses the game. If the defending player fails the rout test, then no warrior taken out of action by a town guard is assumed to be taken prisoner by them.

experience

- +1 Survives:** If a Hero or a Henchman group survives the battle they gain +1 Experience.
- +1 Winning Leader:** The leader of the winning warband gains +1 Experience.
- +1 Per Enemy Out of Action:** Any Hero earns +1 Experience for each enemy he puts out of action.
- + Rescuer:** The Hero that sets the captive free earns +1 Experience.
- +1 Escaping:** If the captive escapes via a table edge he gains +1 Experience.



New equipment

Within these pages I will attempt to enlighten you on the various weapons and equipment that was used by the opposing forces throughout the crusades.

Only Heroes may buy and carry the equipment described in this section. You may not give it to Henchmen unless the rules specifically say so. During the crusades, horses where necessary for battling across the sands, so mounts may be given to Henchmen.

Also note that the Crusades happened well before blackpowder was common-place in the Old World and so no blackpowder weapons can be used during this campaign setting, unless specifically stated.

Astrolabe

Devices invented in Araby, astrolabes were very helpful in navigating the deserts by observing the stars.

A warband with an astrolabe may re-roll any failed Lost in the Desert roll.

Ship of the Desert

Great creatures, known as the Ships of the Desert can go for days without water and carry great burdens without fatigue. A warband with one, exploring the desert, won't need supplies until they get back to civilisation.

For each ship of the desert a warband has they can ignore the effects of horribly hot, burning sands and dehydrated for five warband members.

Master Astrologer (not available to warbands on the Path of Sigmar)

The journals of those present during these times tell of magicians who could divine the future by analysing the heavens. It seems most were charlatans hoping to make a quick dinar from passing fools. However, it is rumoured that in some towns there were seers who could guide men to what they truly desired. It is also a fact that only those who had strayed far from Sigmar's light would make use of such devilry.

A master astrologer will give the warband insight into finding what it seeks most, the treasures of the desert. For the next D3 games the warband fights in a desert locale, they are allowed to roll an extra D6 during exploration and this D6 may be modified by +1 or -1. However, if you do not find the master astrologer by failing the rarity roll, you have come across a charlatan who will attempt to fleece you of your dinars. Your leader must take an Initiative test and if he fails he falls for the charlatan's ruse. You must pay the price as if you had found the master astrologer, plus you must roll on the Lost in the Desert table and apply the result to your next battle, as your warband becomes stuck in the desert due to the false information.

Magic Tattoo

The knowledge of engraving a magical tattoo into skin is a combination of the arcane knowledge of many races, including dwarven rune smithing and the "arts" of the savage orcs.

A hero that purchases a magic tattoo may choose one spell from the Lesser Magic list. He may now cast that spell. Finding an artist that will allow the hero to choose from Necromancy, Chaos Rituals or Blessings of Nurgle adds +2 to the magic tattoo's rarity (taking it over 13, which means your hero must have access to the streetwise skill or something similar to get a magic tattoo).

Surgeon

The healing techniques of the Arabians were quite advanced for those times and it is said that even those who followed the true faith of Sigmar made use of them. Plus, they could also give a fine haircut.

Choose a warrior with a serious injury that he wants mended then roll on the following table to see how the surgery goes.

D6 Result

- 1-2 **Pray harder:** Your warrior must have displeased the gods in some way, as there are complications during the surgery. Roll on the serious injuries chart for the unfortunate Hero and apply the result.
- 3-4 **The One's will:** The physician declares that The One has decreed in advance that you would not be cured today. Unfortunately, there is no benefit from the surgery.
- 5 **I thought I sterilised that...:** The surgeon manages to cure the injury, however, there are complications. Replace the injury with Old Battle Wound.
- 6 **By the will of The One!:** The surgery is a success. You may remove the serious injury from your warrior.

Vermin Pot

Vermin pots were invented by the ancient Khemrians and were in use during the crusades. Biting, poisonous insects were placed into ceramic pots then sealed within and kept alive by tiny air holes and a piece of rotten meat. When thrown, the vermin pot would smash to pieces and release the angry creatures within.

Maximum Range: Strength of character x 2 in inches.

Thrown weapon: Models using vermin pots do not suffer penalties for range or moving.

Thrown Pot: A vermin pot is a ranged weapon that the character must roll to hit with as normal. If it hits then the pot lands on target. If the character misses the pot lands D6 inches away from the target in a random direction.

Vermin: If the vermin pot hits its target then place a vermin swarm in base to base contact with the target. It counts as charging for the resulting close combat. If the character misses place a vermin swarm where the pot lands. The vermin swarm charges and moves in an attempt to get into close combat with the closest warrior, which includes members of the warband that threw it.

Dimashquine Blade

These are another secret of the Arabians that has passed into mystery. Dimashquine blades were reputed to be strong enough to cut through the swords of their enemies like they were pig's cheese. Some scholars say the blades were dipped in blood or urine, and their reaction with the hot steel made them extremely hard. Others say the original makers of these blades hailed from Cathay or the Land of a Thousand Gods and the secret was passed from them to traveling Arabian merchants.

A Dimashquine blade counts as a sword. If a character wielding a Dimashquine blade gets a 5+ on his parry roll he will destroy the weapon his opponent is attempting to hit him with. Only weapons with an availability of *common* can be destroyed in this manner.

new equipment

Stickfire Pot

The secret of creating stickfire is now lost though it was well documented that it was used by Arabian defenders during the crusades. Some say it was invented by dwarves, though other madmen insist its recipe was a gift to the Sultan Jaffar from a race of mutated rat-men... may Sigmar protect us from these heretics!

Maximum Range: Strength of character x 2".

Thrown weapon: Models using stickfire pots do not suffer penalties for range or moving.

Thrown Pot: A stickfire pot is a ranged weapon that the character must roll to hit with as normal. If it hits then the pot lands on target and the character will be covered in stickfire. If the character misses, the pot will land D6 inches away from the target in a random direction. If it lands on anyone they will be covered in stickfire. The warrior has enough pots for one battle.

Stickfire: All models within 1" of a model covered in stickfire at the beginning of a turn counts as being on fire and suffers a Strength 4 hit. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire. Also, they will move D6" in a random direction. Warriors cannot help to put out the flames as they will be too afraid. If a warrior equipped with stickfire pots ever catches on fire, all his stickfire pots will be destroyed. He will also automatically suffer D3 strength 5 hits as the flammable materials explode.

Stickfire Hose

A dastardly invention, the stickfire hose was carried by a team that shot flaming stickfire at their enemies. Launched by a series of pumps or bellows, the stickfire would cover and burn all in its path.

Maximum Range: Special

Move or Fire: You may not move and fire a Stickfire Hose in the same turn, other than to pivot on the spot to face your target or stand up from being knocked down.

Large and Complex: It requires two warriors to carry a stickfire hose and they must remain in base to base contact throughout the game. There is only enough stickfire for D3 uses, roll after your first shot.

Dangerous: Henchmen may use a stickfire hose, as its unstable contents would make any hero wary of holding it.

Stream: When your model fires the stickfire hose, draw a line 16" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit by stickfire.

Stickfire: All models within 1" of a model covered in stickfire at the beginning of a turn counts as being on fire and suffers a Strength 4 hit. If the warrior survives the attack they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire. Also, they will move D6" in a random direction. Warriors cannot help to put out the flames as they will be too afraid. If a warrior equipped with a stickfire hose ever catches on fire, the hose will be destroyed, remove it from his equipment. He will also automatically suffer D3 strength 5 hits as the flammable materials explode.

Perfume

Used by the wealthiest merchants in Araby, perfume showed that the wearer had noble tastes.

A character who wears perfume will make a good impression on those he deals with. He may deduct D6 dinars from the price of any single item (to a minimum cost of 1 dinar) that he buys once per post battle sequence.

Flaming Arrows

Flaming arrows were often used during sieges. They were tied with rags soaked in stickfire to set an enemies clothes and equipment alight.

Whenever you score a successful hit with flaming arrows roll a D6. If you roll a 5+ the victim is set on fire. If the warrior survives they must score a 4+ in the Recovery phase or suffer a Strength 4 hit each turn they are on fire and will be unable to do anything other than move. Other warriors from the same warband may help to put the flames out if they wish. They must move into base-to-base contact and score a 4+ in the Recovery phase.

Robe of Honor (not available to warbands on the Path of Sigmar or the Path of the Worm. Also, no warband member can be barred from Dimashque)

Generally granted to those who excel in the service of a Sultan or Caliph, a robe of honour would increase it wearer's reputation dramatically.

Warriors will flock to join your warband. You may re-roll a D6 when seeing how experienced potential henchmen are when recruiting.

Standard of Sigmar (only available to warbands on the Path of Sigmar)

This grand standard displayed the two-headed hammer in red on a white background. The sight of it flying over the battlefield steered the hearts of those loyal to Sigmar.

The standard requires one hand to use and can be carried by any Hero in the warband. While the hero carrying it is still alive the warband adds +1 to their leadership for route tests.

Wash Bar

Another invention from Araby that is now common amongst the higher classes of the Old World. Wash bars were used to keep the bodies of Arabians clean during their various religious rituals. Some physicians speculate that a regular washing routine increases the chance of recovery from injury, though I have seen no evidence for this.

A wash bar lasts for D6 games and must be used in every post-battle sequence. It allows its user to add or deduct 1 from his rolls on the Serious Injuries chart.

Sharab

The tinkle of the sharab sellers can be heard in most bazaars in Araby. These cold drinks of concentrated fruit would later come to the Old World under the names of 'sirops' or 'sorbets'.

A warrior can spend a turn drinking Sharab. He ignores the Hot scenario rule for 2D6 turns. If he becomes effected by *burning sands*, he must drink it before the battle begins and the 2D6 turns will begin from turn 1. There is only enough Sharab for one use.

new equipment

Khufa Beans

A shepherd once noticed his goats becoming more lively after grazing on the beans from the Khufa plant. He suffered the same effect when he crushed the beans and mixed them with milk. This potion soon became a common drink throughout Araby. It has also made its way to the Empire, with many merchants now selling it. They all claim that theirs is the best and offer strange variants, though they all taste much the same to me.

A warband that indulges in a jug of Khufa before a scenario may re-roll any failed Initiative tests until the next battle begins. There is only enough Khufa beans for one use.

Slave

Slaves could be used in harems, as soldiers or as workers. Arabian soldier slaves, known as Mamluks, would often rise through the ranks of their retainers and become generals and slave owners themselves.

Slaves bought at the same time are treated as a henchmen group that can gain experience and use the following profile. They can only become heroes in a human warband, though they may never become a warband leader. Re-roll any instances of the *Lad's got talent* in non-human warbands. If a slave becomes a hero then the slave special rules no longer apply.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	4

Weapons and Armour: Slaves may be equipped with any weapons and armour chosen from the hiring warband's basic equipment list that are 5 dinars or under per piece.

I'm outta here: Slaves aren't with your warband by choice. They will often attempt to escape so if they are seriously injured they are removed permanently on a D6 roll of 1-3 instead of 1-2.

Truculent: Slaves are sometimes spoken of as lazy and undisciplined by annoyed masters. Their owners don't really factor in that forced bondage doesn't offer many incentives to perform well. Due to their truculence, slaves suffer from the rules of *stupidity*.

Scourge

A scourge is a wicked weapon, often made of spiked chains that tear at flesh. It is a mark of pride for an overseer or torturer to be able to flay skin from bone when he uses one.

A scourge is counted as a blunt close combat weapon that cannot be parried. It's very touch is pain, so if the target is not wearing armour it adds +1 strength. However, armour will stop most of a scourge's biting teeth, so if the target is wearing any form of armour (excluding a shield or helmet) the user is at -1 to strength.

Dwarf Helm

Invented by dwarfs to aid their work in the mines, a dwarf helm allows it's bearer to see well in darkness and to also keep both hands free.

A warrior equipped with a dwarf helm counts as wearing a helmet lit by a torch, and keeps both hands free.

Abacus

An abacus is made up of beads threaded along rows of rods. It is very helpful for mathematical calculations and is commonly used by experienced merchants.

A character using an abacus will look extremely experienced when dealing with the average trader. An abacus allows a character to re-roll one D6 used when using the *haggle* skill.

House

Houses were generally for sale in any town in Araby, as long as you could gain the permission of the ruler. They offered quite a lot of comforts compared to other forms of accommodation.

When you buy a house the amount of money your warband needs to spend on basic necessities dramatically decreases, as they gain all the benefits of becoming a town's citizen. As they don't have to waste money on hiring rooms for accommodation, when the warband sells Treasure they are considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead). Note which town your warband buys it's house in as they will gain +1 to any rarity rolls when trading there, due to gossip gained from their new neighbours.

Shoppe

A shoppe was basically a two story house, with the ground level used to sell things. Many soldiers came across a lot of valuable items that they did not pass on to the church of Sigmar and set up stores in the towns they resided in. I have petitioned our Grand Theogonist to send inquisitors after the descendants of those who robbed our church of what was rightfully ours.

Your warband must own a house before buying a shoppe. They now sell used equipment for 75% of its original cost. They will also gain a sporadic income from the things you manage to sell, so add 2D6 dinars to their treasury after every game. If one of your heroes has the *smith* skill then he becomes an Inventor, see the Path of the Merchant for details.

Temple

The lives of those who built temples to Sigmar were constantly filled with a steady stream of worshippers to their doors. Because of this they were constantly reminded of their duties and could not stray from the true path.

Your warband may only build a temple if they already own a house. Their prayers will be answered more readily by the gods so a warrior casting a Divine Intervention will gain +1 to the attempt. Also, a steady stream of followers will seek to aid them in battle against evil. Your leader gains the *Good Shepard* ability. This works in much the same way as the *Children of the Horned Rat* spell, though replace the rats with D3 hammer-wielding zealots from the Witch hunter warband list.

Arabian Tent

Arabian tents were majestic constructions that offered the comforts of city dwellings in the wilderness. A well made tent was hard to come by, as the desert nomads that make them were a surly, blasphemous lot.

A warband with an Arabian Tent is friends with the desert nomads. As such, their leader may add +1 to his initiative when testing to see if his warband becomes lost in the deserts. There is also a chance that the tent will draw a wandering trader or caravan of nomads to your campsite. If you roll a 1 for your Initiative test when seeing if you are lost in the desert, you are approached by a merchant and may trade using Khalibon's trading chart.



Exploration

Doubles

(1 1) Desert Daemon

The warband sees a wildlly unkempt man staggering blindly through the desert. As the warband approaches, they notice that he seems to be whispering something about how 'the end is nigh', though the exact words are garbled and hard to make out...

As a random hero approaches the man he falls on the ground, and begs to be carried to the nearest town. If the hero passes a Leadership test he sees that all is not what it seems and the man-thing attacks. If the hero can pass an Initiative test then he strikes the daemon before he rises, gaining 3D6 valuables from the daemon's purse, all that is left of his previous victims. If he fails the Initiative test then the daemon attacks the warrior then disappears, roll on the serious injuries chart for the warrior. If the warrior fails the Leadership test to see whether he spies the wickedness in the daemon, then the warrior picks up the thing to carry him to the next town. Suddenly the daemon's legs wrap around the warriors neck and the daemon beats him and orders him about. The warrior cannot escape from the daemon and his allies risk his death if they try to attack it. During combat, the warrior gains an extra attack, however his Initiative is reduced by half from the daemon perched on his shoulders. He may only get rid of the creature by finding a Master Astrologer.

(2 2) Abandoned Campsite

The warband stumbles upon the remains of a small fire, obviously vacated in a hurry.

Sifting through the campsite, the warband finds D6 dinars.

(2 2) (3 3) Lost Children

The sounds of a child crying nearby can be plainly heard. As the warband members track the sound to its source, they find two children huddled together under a burned Arabian tent.

If the player wishes, the warband can help these lost children find their parents. If this is done, the grateful parents give the warband all they have of value (D6 dinars; if a 6 is rolled, they give the warband a single Treasure instead). Slaver or money-conscious warbands may sell the children for 2D6 dinars, but may be ambushed by the children's relatives when they are brought to town. If the 2D6 roll is 4 or under a random hero suffers a Serious Injury and all the money is lost. Unholy warbands may sacrifice the poor unfortunates to their Dark Gods (or simply feed on them!) to gain 1 Experience Point for their leader.

(4 4) Herd of Disciples

The warband sees a motley collection of sorry-looking folk wrapped in rags, led by a well-dressed man claiming to be the Star King. They are obviously lost (in their minds as well as in the desert) and have been wandering around in circles for days.

Evil or money-conscious warbands can sell the mob into slavery and gain 2D6 dinars. Unholy warbands can sacrifice or eat the unfortunate individuals. The leader of the warband will gain +1 Experience. Undead warbands can kill one of them and gain a zombie for no cost. Any other warband can interrogate them and gain insight into the area. Next time you roll on the Exploration chart, roll one D6 more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll 4D6 and pick any three).

(5 5) Abandoned Caravan

Half buried in sand is an overturned wagon, it's gaudy decorations clearly show it to be merchant's cart.

Roll a D6 to see what you find:

D6 Result

- 1-2 Lucky charm
- 3-4 A purse with 2D6 dinars
- 5-6 Jewelled sword and dagger. These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jewelled sword will sell for 10 dinars, for instance.

(6 6) Sand Worm

As the warband travels along, a scraping is heard below your feet. Suddenly a man-sized worm bursts from the ground, though it will return below the surface if the warriors aren't quick to act.

Any warband members with missile weapons may shoot at the worm. On a successful hit (at the warrior's base Chance) and wound (Toughness 3), the worm is killed and the warband may have a feast! The next time the warband sells Treasure, they are considered to be one size lower (so a warband with 10-12 members is considered to be comprised of 7-9 members instead), as they have to purchase less food to re-supply.

As she washed her bloodied hands in the salty water, the Amazon surveyed her strange surroundings. Not a tree in sight, only the desert, stretching as far as she could see. A hot breeze blew through her hair, carrying stinging specks of sand. With a grunt, she called to her sisters. They would leave the corpses of the slavers to the vultures, they deserve no honour for raiding the shores of Lustria for their trade. The axe rose then fell, again and again, until all the manacles were broken.

The tribe would walk to the domed buildings in the distance. Perhaps there they could trade the useless metal possessions of the slavers and buy passage back to their homeland.

Triples

(1 1 1) Fallen Encampment

The warband smells roasting meat and follows their noses through the desert. When they walk over the next dune, they come upon an encampment of The Fallen!

An evil inclined warband may approach and attempt to trade. If this is done, roll a D6 – on a result of a 1 the The Fallen are truly chaotic and attack (follow the rules for other warbands fighting the The Fallen, below). If the The Fallen do not attack, the evil inclined warband may buy any equipment with a 25% discount (rolling for Rare items as normal), rounding down. They may also sell items to the The Fallen for 75% of their base cost, rounding up. If the warband is not comprised of evil doers or undead, they may report the Fallen Encampment to the closest fief for a 2D6 dinars reward. Or they may attack the The Fallen themselves. Any warband that attacks the The Fallen receives D6 Experience that may be divided among the warband's Heroes that did not go out of action, and 2D6 dinars in loot. However, roll a D6 for each warband member; on a result of 1 or 2, the warrior is taken out of action and must roll for Serious Injuries as normal.

(2 2 2) Skirmish Remains

A small battle between scouting units has occurred here. Picking over the remains may result in something valuable being found.

Roll a D6 to see what you find:

D6	Result	D6	Result
1	Sword	4	D3 halberds
2	D3 Shields	5	Lance
3	Flail	6	2D6 dinars

(3 3 3) Prisoners

A large caravan of cages comes into focus. Inside them you find a group of finely dressed people, who claim some horrible creature drove off their captors. They beg you to set them free.

Unholy warbands can sacrifice or eat the victims. They gain D3 Experience which is distributed amongst the Heroes of the warband. Undead warbands can callously kill the prisoners and gain D3 Zombies at no cost. Evil or money-conscious warbands can sell the prisoners into slavery for 3D6 dinars (undoubtedly finishing the job of the captors). Slavers can chain them up and gain D3 Slaves at no cost. Other warbands can escort the prisoners back to a town. For their trouble, they are rewarded with 2D6 dinars. In addition, one of the prisoners decides he wishes to join the warband. If you can afford to equip the new recruit with weapons and armour, you may add a new Henchman to any of your human Henchman groups (with the same profile as the rest of the group, even if they have already accumulated experience).

(4 4 4) Pilgrims

The warband sees a group of robed humans shuffling towards them. They seem to be singing religious songs or reciting poems.

This is a small group of pilgrims. Roll a D3; on a 1 the pilgrims follow the path of Sigmar, on a 2 they follow the path of The One, on 3 they follow the path of the Worm. If the warband follows the same path, the pilgrims tell them of their travels and the warband leader gains some insight into where some treasure may be found. The warband gains one piece of treasure. Unholy warbands or warbands of a different path to them may kill or rob the pilgrims and take their possessions (D6 dinars and a Holy Relic). Slavers may gain D3 slaves.

(5 5 5) Abandoned Crusader Camp

The warband comes upon a motley collection of tents, most of which are tumbled down and show signs of an old fire. This site looks abandoned...

If the warband searches, they find 2D6 dinars and piles of unlucky crusaders that have starved to death. Warbands inclined to eating humans will see this as a blessing. When calculating their next earnings from selling valuables, reduce the effective size of the warband by one (ie. 10-12 Warriors is considered 7-9 Warriors), as the amount of money they need to spend on food is reduced. Holy inclined warbands may bury the dead and receive +1 Experience point for their leader. Other warbands may rifle through their possessions, finding a suit of heavy armour and D3 hammers.

(6 6 6) Fanatical Mob

The warband hears a strong voice call out "Halt!", and they are rushed by a ragged assortment of peasants bearing the icons of their religion.

Roll a D3; on a 1 the pilgrims follow the path of Sigmar, on a 2 they follow the path of The One, on 3 they follow the path of the Worm. If the warband follows the same Path then the mob lets them pass by with only minor questions. They also give them the name of a sympathetic merchant in one of the nearby towns (the next time the warband trades, prices are reduced by 25%, rounded down). If the warband follows another path the mob attacks! At the end of a short fight, the warband gains D6 Experience, D6 dinars, D3 clubs, D3 shields, and D3 helmets. However, roll a D6 for each warband member – on a roll of 1-2, that warband member was also taken out of action during the fight and the player must roll for Serious Injuries as normal. If the warband doesn't follow a path at all, the fanatical mob will give you a stack of religious pamphlets and an (un)holy relic in the hopes of you converting to their path.

Four of a kind

(1 1 1 1) Dead Tomb Raider

The warriors are wandering through a desolate area when one of them notices a pile of rocks that looks a bit out of place. Investigation reveals that it is actually a skeleton, clad in rusted armour and clutching a sack of valuables.

Inside the tattered sack the warband finds D6x10 dinars and a piece of treasure.

(2 2 2 2) Shrine of the Worm

The warband finds a hideous stone carving, covered in crude glyphs. A small pile of sacrifices lies at its base.

The warband has discovered a Shrine of the Worm. If the warband is not Unholy in nature, they may deface the shrine and sift through the offerings at the base of the stone for valuables. The leader of the warband gains 1 Experience Point and the warband finds D3 Treasures. If the warband is Unholy, they may leave a small offering of 10 dinars and worship at the shrine asking for hidden knowledge. If knowledge is sought roll a D6; on a 1-2 one of the warband's Heroes suddenly screams as his mind is filled with insight – he must roll on the serious injuries chart; though if he survives the experience he gains a random mutation; on a 3-4 D3 Experience Points are awarded to the warband, to be distributed randomly among the warband's Heroes; and on a 4-6 one of the warbands weapons will become unholy and will wound on a 2+ any model that hates spellcasters or follows the paths of Sigmar or The One.

(3 3 3 3) Cursed Merchant

You spy a donkey packed with items. As she sees you, her eyes light up as she gallops towards the warband.

If the warband contains any warriors that can cast spells or divine interventions, they may remove the curse from the woman. After the spell is undone, the warband is treated to a miraculous story of how she ended up as a donkey. She is a powerful merchant and if your warband escorts her out of the desert she will sell you many items at a reduced fee. The warband may buy common items at a 50% discount (round the price up to the nearest dinar). She is also likely to have those hard-to-find items – any Rare item may be searched for at a -2 to the Difficulty (though he will only ever have one such item). If the merchant is attacked, she will flee, but she will leave behind 3D6 dinars worth of items. If the warband chooses none of the above options, they may add a mule to their warband list.

(4 4 4 4) Offerings to the Forgotten Martyr

The warband sees dishes filled with food and drink up ahead. A tattered banner covered in Arabian script looms over the feast.

The warband may take some of the food to re-supply. If they do this they are considered to be two sizes lower when selling Treasures (ie. a warband of 10-12 members is considered to be 4-6 members), and any hirelings only charge the warband half their normal upkeep. However, there is a chance that the djinni who watches over the shrine will see this and cast a powerful curse upon the warband. Roll a D3 – on a 1, the djinni has cursed the warband. For D3 games the members of the warband must re-roll all successful hits in close combat or shooting.

(5 5 5 5) Wounded Warband

The warriors hear faint groans nearby and upon investigation find a small band of warriors, like themselves, sprawled across the desert sands. The warriors are covered in blood and have numerous gaping wounds.

If the warband helps these men in need, the wounded warband will give them their stash (2D6 dinars and D3 Treasures), and will gain a freelancer for the next battle. If the warband slays them instead, they gain their stash and D3 Experience Points are awarded to the warband, to be distributed randomly among the warband's Heroes.

(6 6 6 6) Books of Knowledge

You have come across one of the famed books of Ibn Firnas the genius Arabian scholar. The book is illuminated with sophisticated poetry, strange charts and astrological symbols.

Some of the books can be sold and are worth D6x5 dinars. One of your Heroes may study the books before they are sold, and the extra wisdom he gains will enable him to choose from Academic skills whenever he gains a new skill.



Five of a kind

(1 1 1 1 1) Arabian Tent

The warband finds a large nomad camping ground. They note that the tents are in good order, and their horses are numerous and healthy. As the warband nears, the tent flap opens and a plump elderly man steps out.

If the warband is inclined towards good rather than evil, the nomad and his wife offer them the desert nomad's legendary hospitality. When calculating their next earnings from selling valuables, reduce the effective size of the warband by two (ie. 10-12 Warriors is considered 4-6 Warriors), as the amount of money they need to spend on food is reduced. Also, the nomad gives the warband the name of an honest merchant (next time the warband buys equipment, prices are reduced by 25%, rounding the price up to the nearest dinar). If the warband is Unholy, they may kill the nomads and loot their possessions, receiving 2D6 dinars and D3 Experience to be distributed among the warband's Heroes. They may also reduce their warband size by two, as above. Slavers may attack the nomads and gain 2D3 slaves. Also roll a D6 for every member of the warband if they attack the nomads – on a roll of 1, the warband member was taken out of action in the fight and must roll for Serious Injuries as normal.

(2 2 2 2 2) Jewelled Sword

Amongst the looted bodies of a battle long past one of your heroes spies a jewel encrusted sword lying under a corpse.

Roll a D6 to see what jewels are embedded in its hilt:

D6 Result

- 1-2 Quartz stones worth D6x5 dinars
- 3-4 Amethyst worth 20 dinars
- 5 Sapphire worth 50 dinars
- 6 A diamond worth D6x15 dinars

If your warband does not sell the gems, one of your Heroes may keep the sword and displays it proudly. He will gain +1 to the rolls for locating rare items as merchants flock to such an obviously wealthy warrior.

(3 3 3 3 3) Plain of the Crucifix

The warband comes upon a grisly scene – a vast plain with dozens of bodies crucified on planks of wood. As they near, the warriors can hear a weak plea for help from one of the poor souls.

If the warband frees him, the Hired Sword (choose any available for this campaign setting) offers his services to the warband for free (no hiring cost, though they must pay his upkeep as normal after the first game). In addition, the warband finds the following among the bodies: D6 dinars hidden in boots, etc, D3 daggers, and a Lucky Charm (obviously not working properly!).

(4 4 4 4 4) The Oasis of the Djinn

The weary warriors come upon a small clearing with a sparkling lake. Such places are reputed to be magical in nature, and possessed of powerful healing qualities.

You find D3 treasures lying in the pool. If the warband is not Unholy in nature, they may sleep in The Oasis of the Djinn and gain a restful night's sleep. Any of the warriors in the warband that were taken out of action last game are automatically healed to full health – there is no need to roll for Serious Injuries. Instead of sleeping here, a warband on the Path of Sigmar, the Path of the Worm, or an evil-inclined warband may destroy the oasis and receive D6 Experience Points that may be divided among their Heroes. However, such wanton destruction carries a price – the djinn will place a powerful curse on the warband. For D3 games, whenever any members of the warband are taken out of action, roll twice for Serious Injuries for injured heroes and apply the lower result.

(5 5 5 5 5) Exalted Cleric

The warband spies a figure in robes approaching. As he gets closer they see a heavy symbol of faith displayed on his chest...

Roll a D3; on a 1 the cleric follows the path of Sigmar, on a 2 he follows the path of The One, on 3 he follows the path of the Worm. He may be killed if you follow a different path to him or none at all (the warband leader gains 1 Experience Point, a Holy Relic and a Holy Tome). If your path aligns with his he will reveal the resting place of one of your path's martyred warriors. Your warband will find a Relic of Battle at his tomb.

(6 6 6 6 6) Cave of Thieves

Your warband follows some tracks that stop at a great wall of rock. Your leader thinks that it is worth deciphering this puzzle...

On a D6 roll of 5+ one of your Heroes manages to speak the magical word to open the doorway. Add +1 to the result for each of your heroes with an Academic skill. Your warband finds the following items of value: D3 swords, 1 suit of light armour, D6 daggers, D3 spears, D6 shields, and 3D6 dinars. In addition, roll a D6 – on a result of 5, the warband finds a piece of Treasure, on a 6 the warband finds a Relic of Battle.

Pulling him close, the necromancer whispered the torments that would visit the slave should he refuse to follow orders again. Sir Ballimore, the necromancer's vampire master, wanted heavy armour. As it could only be bought in Tyrius, the necromancer had to lead the non-undead followers of the vampire into the cursed town. Although their numbers had been bolstered by a few slaves, the necromancer felt uneasy going into a potentially dangerous situation without his loyal zombies. Curses, thought the necromancer, the witch hunters that had attacked them in the ruins of Ma'arra were up ahead. Perhaps they could surprise them this time, then make it to the bazaar in the confusion.

Six of a kind

(1 1 1 1 1) Khemrian Tomb

The warband comes upon an opening in the ground leading to a vast underground chamber. It is empty but for the dust covered artifacts, though did that skeletal sculpture just move...

A Hero may descend into the tomb with a rope around his waist and recover the artifacts, one at a time. The Hero must pass a successful Initiative test for each artifact that he wishes to steal (the tomb contains five artifacts). If the Hero fails a roll to climb up, he suffers a Strength 4 hit immediately, and any artifact he is carrying is cracked and destroyed. In addition, every time after the first that the warrior attempts the test, roll a D6 – on a 1, the guardians of the tomb have awakened. He suffers D3 strength 3 hits as his companions yank on the rope to pull him out of the tomb. No more artifacts may be recovered. If he is reduced to 0 wounds then roll for the Hero on the Serious Injuries chart. Each artifact recovered may be sold for 50+2D6 dinars.

(2 2 2 2 2) Weapon of the Saints

The warband finds a shining weapon amongst the remains of a looted battlefield! There is an engraving on the weapon. It says something along the lines of whoever can lift the weapon shall be the next great Caliph/most Blessed of Sigmar/slay every heretic he comes across, or something to that effect. However, it seems to be stuck...

A Hero may lift the weapon from beneath the pile of bodies if he rolls equal to or under half his Strength (rounded down). Each Hero only gets one test, and only the Hero's base Strength is used for this test... no drugs or magical effects apply. If a Hero can lift it, he receives a magical weapon. Treat the weapon as always hitting on 2+, and always wounding an enemy whose warband follows a differing path on a 3+.

(3 3 3 3 3) Ambushed Caravan

The warband finds an army's supply caravan that has been the victim of an ambush. This wasn't just a normal caravan, but one carrying equipment for some of the most elite units fighting in the holy war.

Roll three times on the following table to see what you find:

D6	Result
1	Suit of light armour
2	Suit of heavy armour
3	Ithilmar sword
4	Gromril hammer
5	Ithilmar armour
6	Gromril armour

(4 4 4 4 4) Merchant's Corpse

The bright, though tattered, clothing on the corpse suggest that the warband has come across the body of a rich merchant. Perhaps he has been the victim of assassins or maybe he has lost his way in the desert. He is still covered in valuables and you thank your gods that wild dogs have no interest in gold.

On the corpse you find several valuable objects which can be sold for 2D6x5 dinars. If you roll a double, instead of finding money you find the badge of the White Quills, the sign of an honest merchant. A Hero in possession of this gains the haggle and streetwise skills.

(5 5 5 5 5) Plain of the Dead

You find the remains of an entire army. Broken bodies lay scattered among the sands, torn apart by the horrors of war. The area may have been looted before, but there will still be much to pillage.

After giving the dead their final rites, eating them, or looting them you find the following items. Roll for every item separately (apart from the dinars and daggers) to see if you find it. For example, on a roll of 4+ you will find the suits of light armour.

Item	D6 Result Needed
3D6x5 dinars	Auto
D3 Suits of light armour	4+
Suit of heavy armour	5+
D6 Daggers	Auto
D3 Crossbows	5+
D3 Swords	3+
D3 Shields	2+
D3 Bows	4+
D3 Helmets	2+
Relic of Battle	5+

(6 6 6 6 6) Untouched Battlefield

Your warband manages to find an area, uncovered by a recent sandstorm, that was the scene of a huge battle. This is a rare chance for some excellent looting.

Roll a D6. If you roll 1-4, roll as if you found Plain of the Dead (above) but add +1 to each D6 result. On a roll of 5-6, you find the remains of holy warriors still clutching their possessions. Treat this as a result of 1-4 plus roll on the Relics of Battle table for an additional relic.

Relics of Battle

The land of Araby was the scene of violent conflicts throughout the crusades and the grand treasures of Prince Arnyld still litter the battlefields. It is for these Relics of Battle that your warriors face the horrifying dangers of the Arabian desert.

Whenever you have the option to claim a Relic of Battle roll 4D6, add the results and consult the following text to see what your hero now holds in his hands.

4) Sling of the Meek

This sling was used to kill the leader of an ogre tribe, preying on the peasantry of a fief near Khalibon. The Sling of the Meek will find the vulnerable areas of any enemy more powerful than it's wielder.

If the sling hits a warrior that has a higher toughness than the model using it, it will wound on a 3+ and cause D3 wounds.

5) The Ring of Divine Healing

The ring is an heirloom from a line of great warriors who fought for your faith. The finger that wore it was severed during battle, resulting in the warrior's demise. The ring has the power to mend the worst damage, even otherwise fatal wounds.

Any Hero wearing the ring that goes Out of Action may re-roll his injury after the battle if he wishes, but the second result counts, even if it's worse.

6) Astrolabe of Desire

This ancient Astrolabe was created by astrologer/engineer Asthra the Magian. It uses sorcery and knowledge of the heavens to point the holder in the direction of what he desires most.

The hero with the Astrolabe of Desire never rolls for exploration if he is uninjured after a battle. Instead, he may duplicate one of the other rolls made by one of the other Heroes. For example, if you have 4 Heroes who didn't go out of action last game, including the one with the Astrolabe of Desire, plus you won the last game, you would roll 4D6. If you rolled a 1, a 2, and two 4's, then you may get another 1, 2, or 4 for the hero holding the Astrolabe of Desire. If he is the only hero that didn't go out of action last battle, he rolls as normal.

7) Djinni's Ring

Forged with elemental sorcery, this golden ring has a djinni bound to it. The bearer can summon the djinni who will protect its master.

The warrior who wears this relic can summon the djinni once per game. He may do this at the beginning of any of his turns. The djinni appears within 3" of its master and will be under the control of the summoning player. The djinni will return to the ring in 2D3 turns.

8) Martyr's Shard

Forged by Alik the Fanatic, the Martyr's Shard gained its power as Alik lay dying, still clutching it to his bleeding chest. His readiness to give his life to his cause infused the dagger with divine power. The dagger now allows it's wielder to strike horrifying wounds, if they are prepared to offer their lives in the process.

The Martyr's Shard counts as a Gromril dagger. If the Martyr's Shard hits, then the wielder may deduct one of his own wounds to automatically reduce his opponent to 0 wounds. If this reduces the holder of the Martyr's Shard to 0 wounds then he adds +2 to the injury roll for his opponent. He will then need to roll on the injury table himself.

9) Armour of the Scorpion

This armour gives the wearer the abilities of a scorpion. It was last worn by Atabeg Zankhri, who travelled from the centre of the desert after a failed assassination attempt which resulted in the deaths of all his companions. He made it back to Khalibon, only to remove his armour and become the victim of a final dagger thrust by a shadowy assailant.

This counts as light armour that grants a +4 armour save. The Hero ignores difficult terrain and the *Hot* special rule. In addition, any unarmed attacks by the warrior count as being covered in Black Lotus.

10) The Fisherman's Bottle

The legend of this Relic tells of a fisherman that caught this bottle in his net. A great djinni poured out of it when the seal was broken and went to slay the fisherman for not rescuing it earlier. The djinni was bitter and sought vengeance on all humanity. However, the fisherman outsmarted the djinni by claiming it was too large to fit within the bottle. The djinni's pride got the better of it and it went back into the bottle to prove it could, only to be trapped again by the fisherman. The fisherman threatened to throw the djinni back into the sea, but the djinni promised to mend it's ways and now willingly helps any new master for a short time.

The djinni will grant the Hero that holds his bottle D3 wishes. Before the Hero is involved with any roll he may call on the djinni to grant him a wish. The player may decide what result he will achieve on his dice roll. For example, if the player is rolling four dice for exploration (and the Hero is involved, ie, was not taken out of action in the previous game) he can ask for his wish before his roll and decide on four 6's to result. Another example may be the Hero calling on the djinni to grant him a wish before he rolls on the Serious Injury chart, and the player chooses the 'Survives against the Odds' result.

11) Shield of Faith

A long forgotten smith, unswerving in his faith, created this shield. It was once held by Saint Jiles, a hero of the Knights Panther that was slain as he charged into an overwhelming number of heretics. The shield is imbued with the power of the divine and may destroy any weapon that touches it.

This shield may be used by any Hero. It gives its bearer a +2 armour save. On an armour save roll of 6 (if the attackers warband is of a different Path to yours or none at all), the shield destroys the weapon of your opponent, unless it is a Relic. It is lost permanently.

12) Bow of Seeking

This bow was a gift to Princess Shah'Razad from the Elven merchants that frequent Araby as a gift for her enchanting story-telling. Any arrow shot using this magic bow will pursue the target and hit it even if the target is behind cover.

Treat this as an Elven bow that always hits on a 2+, regardless of any to hit modifier. Such is its deadly precision that all the arrows shot with this weapon count as Hunting Arrows (+1 on all Injury rolls). Pick any enemy model in range, not just the closest, but the shooter must be able to see the target (even the tip of a target's weapon is enough – as long as the shooter is aware of the presence and position of the target, he can shoot). In addition, if any Dwarf is an eligible target, the arrows will always deviate from their intended target and try to hit the Dwarf instead. For obvious reasons this bow cannot be used to shoot at Elves.

relics of battle

13) Whirlpool Staff

The Whirlpool Staff is inscribed with esoteric calligraphy that teaches the wielder how to intercept hostile magic and dispel it.

This Staff may be carried by a spell caster and counts as a double handed weapon. Each time that your opponent casts a spell, roll 2D6 and add any modifiers as if he was casting the spell himself (such as the bonus from the *Sorcery* skill). If you beat his roll, then your opponent's spell has been dispelled and has no effect.

14) Sword of the Vengeful God

This is a famed weapon that was wielded by Abakukh the Mighty. His lust for battle was such that he was overcome by the sword after slaying every enemy that stood against him on that fateful day.

This sword may be used by any Hero. The user is effected by the rules for *frenzy*. When in hand-to-hand combat, if a 6 is rolled to hit, you get an extra attack. You may continue to do this until a 6 is not rolled. If a 1 is rolled to hit, then the sword strikes its bearer. Roll to wound as normal.

15) Khrumak's Gift

This armour was given as a present by the Dwarf Lord Khrumak to the Sultan Nur Al-Zangi. Dwarfs are rare in the lands of Araby, but Khrumak was an exception to the rules in many ways. The armour was a reward to the Sultan for saving his caravan from a legion of undead that rose against him as he traversed the desert.

Khrumak's Gift is a suit of gromril armour with the following three runes inscribed on it: Rune of Spell Eating; the Hero wearing this armour is immune to all spells. Rune of Feathers; the armour counts as light armour. Rune of Fortitude; the Hero has an extra wound. Note that this may take his total Wounds above his race's maximum.

16) Mask of the Faith

The origins of this enigmatic relic has been lost over the centuries, suffice to say that it is extremely old and very valuable. It was used by the Caliph Ibn Rashid, in his wars against the undead hordes of King Khasetratapp. The wearer of the Mask projects an aura of holiness that the undead will shy away from.

This mask may be worn by any hero and counts as a helmet. The warrior causes *terror*, which means that if any enemy fails a fear test he, she or it will flee 2D6 directly away from the bearer of the Mask of Faith. Undead and warriors that cause *fear*, will suffer from *fear* when faced with the Hero (note that this is an exception to the Undead's normal immunity to psychology).

17) Flying Carpet

Many tales are told of the flying carpets of Araby and ownership of one will bring great prestige to its holder. During the crusades, the Sultan ordered all flying carpets to be brought to his armies to be used against the invaders, so they were very hard to come by during those times. Scholars are in dispute over the origins of Flying Carpets, some claim they are simply objects imbued with magic, whilst others contend that they are possessed by benevolent djinn.

Flying Carpets have all the statistics and special abilities of Elven Steeds, though they may be used by any race. They can also carry two human-sized warriors, though its rider must always be a Hero. As the carpet can fly, it ignores all terrain and can move vertically without any penalties, though cannot attack or be attacked.

18) Chalice of Pain

When filled with pure water and the special rites of blessing are passed over it, this holy Chalice will be able to anoint a weapon with holy power. It was used by a small band of knights known as the Monks of the Serpent, who were excommunicated by the Grand Theogonist for heretical symbology.

One bladed, thrusting or missile weapon (that uses arrows, bolts, knives etc) may be placed into the Chalice before a battle. The weapon is anointed with holy power and will automatically cause a wound on a to hit roll of 5 or 6.

19) Sandstorm Staff

Carved from the petrified wood of ancient, wind blasted trees, the Sandstorm Staff contains the very essence of the desert. Arabian script, etched so minutely that it can barely be read by human eyes, follows the grooves of the staff up to the emerald amulet of power contained in its wooden claw. With the help of the elves, the greatest Arabian elementalists bound the power of the desert into these staffs, which were once thought lost to the sands.

The Sandstorm Staff may be carried by any hero and counts as a double handed weapon. Once per game, the hero may do nothing for his entire turn except call upon the power of the staff. To unleash its spell, the player selects an area 12" x 12" on the table, which should be marked out. This area will suffer the effects of *Horribly Hot* and *Sand Storm!* for 2D6 turns. Additionally, the wielder of the staff is immune to all the *Hot* and *Sand Storm* special rules that may apply to a scenario.

20) Rope of Thieves

Tales are told of daring thieves performing extraordinary feats throughout the land of Araby. The secret to their success are the magical ropes which they acquire from far away Ind, or the Land of a Thousand Gods as it is known in some areas of Araby.

A model with this rope may move normally (including running, charging, etc) on any kind of terrain, including vertical surfaces. When moving the model, simply adds the distances moved horizontally to that moved vertically, with no Initiative test needed (except to jump across gaps).

21) The Dagger of the Grand Master

This dagger was used by the notorious Crimashin overlord known only as the 'Grand Master'. It is claimed that he found it in a Khemrian tomb and legend has it that the dagger's blade cannot be damaged in any way. It was last seen at the assassination of Sheik Jinjamon, in the grand court of Dimashque, but his murderer managed to escape.

Opponents wounded by it are stunned on a result of 1-3 (Undead are knocked down as normal) and put out of action on a 4-6. It is also counted as being constantly covered in Black Lotus poison.

22) Ifrit's Blade

This is one of the sword's forged by Maha Zorouzahan that is imbued with spells from the magi of the Land of a Thousand Gods. When the word's of power are uttered, the sword bursts into flame and grants its wielder immense power.

This counts as a normal sword, but the words of power that activate the blade may be said instead of casting a spell. The effects last for 2D3 turns and can only be used once per battle. While the Ifrit's Blade is activated, the wielder counts as holding the Sword of Rezhebel and has access to the Fires of U'Zhul spell.

23) Pages from the Book of the Dead

Scattered across the lands of Araby are the pages of the Book of the Dead, written by the mad Arab, Abdul Alharazad. The forbidden lore on the pages will instill in the reader vast knowledge in the ways of death and the afterlife, though it will inevitably come with a price.

The Hero gains the Necromantic spell, *Dead Rising* (which is identical in every way to the *Children of the Horned Rat* except by replacing giant rats with skeletons). The warrior is now a wizard and has access to the Necromancy spell list, and also gains +1 to cast any necromancy spell. Once this Relic is given to a hero he may not exchange or give it up. The exposure to such unholy texts will have an effect on the warrior. Make a leadership test each time the Hero gains an advance. If he fails, roll on the following table (all effects are cumulative and you can't re-roll any result):

D6 Result

- 1 The warrior's bones become brittle, deduct one from his toughness.
- 2 The warrior's joints begin to age, the Hero can no longer run and you must deduct one from his initiative.
- 3 The warrior gains the *Eaters of Flesh* special rule.
- 4 The stench of undeath rubs off on the Hero's companions and merchants are less likely to trade with the warband. Increase the rarity of items by +1 when trading.
- 5 The signs of undeath shroud the warrior, he now causes Fear and is counted as Undead.
- 6 The Hero gains the 'No Pain' special rule.

24) Abode of Djinn

This finely crafted piece of jewelry is home to a number of benevolent djinn. They act as guardians to their master and can offer helpful advice with their powers of insight. However, their combined voices can be very distracting at times.

The bearer of the Abode of Djinn can see all models on the table top, even if they are hidden or out of sight, and can also see in the dark (ignoring the *darkness* special rule). He can guide his fellow warband members through the ruins (this allows you to roll two dice for the bearer after battle when rolling on the Exploration chart). The bearer also has an additional 6+ save (which is not modified by Strength or weapon modifiers) against all hits against him, as he is warned of attacks before they are made. The knowledge of his new companions also grants the Hero access to the Academic skill list. However, his Ballistic Skill and Weapon Skill are both reduced by 1 as the high-pitched swarm of voices invades the Hero's thoughts during intense situations.



New skills & spells

Holy Skills

Martyr: The warrior doesn't fear death, knowing that his god has decided in advance when he will die. Because of this he also acts as an inspiration to his comrades. If the warrior is in close combat he gains the *Leader* skill. Every time the hero rolls on the Serious Injury Chart the warrior gains +1 experience point

Charitable: The warrior indulges in charitable works and shuns money. As such, the poor in the towns will constantly follow the warrior, aiding in any way they can. D3 mace-armed novices (see entry under the Sisters of Sigmar warband) accompany the warrior during every battle and don't count towards the warband's limit. However, the warrior will always spend D6x5 dinars on the poor just before a battle. He will sell all of his equipment if the warband doesn't have the funds to pay.

Slayer of the Heretic: The warrior *hates* everyone who follows a path different to his. The warband must execute any prisoners he *hates* and may not use Hired Swords or Dramatis Personae as the Slayer of the Heretic will not suffer their blasphemous ways.

Aesthete: The warrior gives up possessions to understand more about his faith, trusting in his god to protect him. The warrior's only possession is a staff (choose between a mace or double handed weapon). The warrior passes any Leadership test (not Route tests) and gains an unmodified 5+ save against any wound.

Light of Glory: A halo of light surrounds your warrior's head which the undead shun instinctively. Undead *fear* the warrior (this is an exception to the Undead's immunity to psychology). The halo also acts as a light source in the same way as a torch.

Divine Guidance: The warrior performs a dangerous pilgrimage to attract his god's blessings. He must miss the next game and roll once on the Serious Injury chart. The warrior can then roll for one spell from the Divine Interventions list.

On the Wings of Angels: Holy texts often tell of divine assistance in adverse situations. A warrior with this skill will gain +1 to all his characteristics when his warband begins taking route tests.

Converter: The warrior spreads the word of faith wherever there are ears to listen. During the post-battle sequence roll a D6 and on a 6 your warrior has convinced a peasant to join your cause. You may add a novice as a new henchman to your warband (see entry under the Sisters of Sigmar warband). Additionally, if your warband ever *captures* an enemy that isn't on the same path as your warband then the warrior may attempt to convert him. After every game roll 2D6 for the converter and the captured warrior, then add their respective leadership values. If the captured warrior scores higher he will remain a prisoner of the warband, though if the converter scores higher the prisoner will join and fight for the warband that captured him with all of his original equipment.

Blessed Weapon: As it continues to slay non-believers, the weapon of your warrior gains a hunger to deal more death to those that oppose your faith. One of the warrior's weapons (chosen by the player) will now be blessed and will wound any Undead, Chaotic or spell casting model on a roll of 2+.

Iron Faith: The warrior is steadfast when faced with the deceitfulness of sorcery. He knows that his faith is enough to conquer any witches parlour tricks. The warrior gains a 5+ unmodified save against any spell that effects him.

Academic Skills

Smith: The warrior knows the art of metal working. Before each game the smith participates in, he may work on one close combat weapon or suit of heavy armour. The wielder of a smithed weapon may re-roll the first failed to-hit roll of the battle. The bearer of smithed armour may re-roll the first failed armour save.

New Spells

For the purposes of this campaign setting, whenever a wizard gains a new spell he may choose from those available to him rather than rolling randomly. The following entries describe new spells, their difficulty and the spell list they are added to.

Summon Skeletons - Difficulty 9 (Necromancy): The wizard raises the dead that lie under the earth he walks upon. If this spell is successfully cast place D3 skeletons within 3" of the necromancer. If they end up in contact with an enemy model they count as charging. This spell can only be cast once per game and can only be used in desert locales.

Light - Difficulty 5 (all spell and prayer lists): A wizard or cleric can cast the spell on himself or another warrior within 12". The effected model counts as carrying a torch, but can keep his hands free. Every turn the caster of Light must roll a D6 and on a 1 or 2 the Light disappears.

Silence - Difficulty 6 (all spell and prayer lists): The wizard encircles his target with a sphere of silence. This spell effects a single enemy model within 24". That model cannot cast spells or sound the alarm if he is a sentry. The silent warrior can shrug off the spell if he passes a Leadership test in his recovery phase.

Control Undead - Difficulty special (Necromancy): The necromancer attempts to wrest control of an undead creature from it's master. The necromancer can target any enemy zombie, skeleton, dire wolf or gull within 12". The necromancer and the enemy wizard that controls the creature both roll 2D6 and add any modifications they would receive for casting a spell (for example +1 if a wizard has *sorcery*). If the caster of Control Undead gets a higher result, he gains control of the creature for the remainder of the battle.

Shroud of Darkness - Difficulty 7 (Chaos Rituals): The Magister cloaks himself in shadows. He counts as being in constant cover, so may hide and walk without revealing himself.

Curse of Form - Difficulty 8 (Lesser Magic): The wizard turns a model within 8" into a Mule or a Wardog for D6 turns. The afflicted warrior remains in the control of his owning player.



Arabian bestiary

Skeletons

The necromantic sorcery of Khemri reaches far into Araby. It can awaken those that the desert has claimed, though sometimes skeletons may be remnants of Khemrian incursions.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	5

SPECIAL RULES

Undead: Skeletons are undead, and follow all the associated rules.

Ribs: As a skeleton is made of bones, not a wall of flesh, some weapons are more useful against them than others. Thrusting and missile weapons have a -1 to strength when they are used against a skeleton, and bludgeoning weapons gain +1 to their strength.

Vermin Swarms:

Hordes of insects are attracted to corpses and can swarm an incautious looter, eating him alive from inside his skin.

Profile	M	WS	BS	S	T	W	I	A	Ld
Swarm	4	3	0	2	2	3	1	3	10

SPECIAL RULES

Tiny: Vermin swarms will get into any nook or cranny and so their attacks ignore all armour.

Swarm: Vermin swarms represent countless creatures on a single 40mm x 40mm base. This base is treated as a single model with several wounds and attacks. A vermin swarm base fights at full effect until it has taken 3 wounds at which point it is removed. Fire attacks cause 2 wounds a swarm. Vermin swarms are immune to psychology.

Thieves

Plaguing some areas of Araby, thieves prey on the unwary.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thief	4	3	3	3	3	1	3	1	7

Weapons/Armour: A thief is armed with a dagger and short bow.

SPECIAL RULES

Pickpocket: The warband must deduct D6 dinars from its treasury for each hero taken out of action by a thief

Sand Spider

Some sand spiders are large enough to take down horses and their lairs often contain the valuables of their victims.

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	4	0	5	4	2	4	2	6

SPECIAL RULES

Poisonous: Sand spiders attacks are covered in Black Lotus.

Lair: If a warrior kills a sand spider and passes an Initiative test he finds its lair with items worth 2D6 dinars.

Djinni

A djinni (plural-djinn) is a being born from fire that dwells in the deserts of Araby. They are said to possess free-will like men and may either be benevolent or jealous towards human kind.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinni	5	3	3	3	3	1	5	1	7

SPECIAL RULES

Masters of Flame: As spirits of fire, a djinni has access to the spells Sword of Rezhebel and Fires of U'Zhul.

Warrior Aspect: When a djinni enters battle it will change it's appearance to become an image of horror. A djinni causes fear.

Town Guard

Most towns have some sort of watchmen to keep the peace. Some take it seriously, though most use the position as a sure way to make a steady income during such unstable times.

Profile	M	WS	BS	S	T	W	I	A	Ld
Guard	4	3	3	3	3	1	3	1	7

Weapons/Armour: Town guards are equipped with maces, shields and light armour.

SPECIAL RULES

"Halt Villain!": Any Hero taken out of action by a town guard will roll on the Serious Injuries Chart as normal. If he survives and rolls under 60 he will become a prisoner in the town's dungeons, possibly to be executed or sold into slavery in the near future (if he rolls *bitter enmity* he will *hate* all town guards). He will be kept in the dungeons for 2D6 games, then he will meet his fate. If a warband doesn't elect to rescue him through the Dungeon Raid scenario within this time then remove him from the warband roster. Any warrior that is involved in a close combat with a Town Guard and survives must keep his head down until things blow over. The warrior will be barred from entering the guard's town for D6 games.

Liche Retriever

The tomb kings of Khemri will search to the ends of the world to track down any treasures that are stolen from them. Some liches are sent to Araby to retrieve items stolen from their tombs. They will use their dark sorcery to ensure there are no witnesses to their activities.

Profile	M	WS	BS	S	T	W	I	A	Ld
Liche	4	3	2	3	3	2	3	1	7

Weapons/Armour: A Liche Retriever is armed with a staff.

SPECIAL RULES

Undead: Liche Retrievers are undead, and follow all the associated rules.

Embalmed: Fire attacks cause 2 wounds against Liche Retrievers.

Necromancer: Liche Retrievers can cast Spell of Doom, Lifestealer and Summon Skeletons, plus they add +1 to their casting roll.